Philmont Ranger Song

I want to go back to Philmont
Where the old Rayado flows,
Where the rain comes a seepin'
In the tent where you're a sleepin'
And the waters say hello.

I want to wake up in the morning
With my socks all wringing wet,
For it brings back fondest memories,
That a Ranger can't forget.

I want to hike once more the canyon floor
From Scribblins to Old Camp,
With my pack sack a-creakin',
With my back with sweat a-reekin',
And my legs beginning to cramp.

I want to hike again with such great men
As made those famous treks,
From Beaubien to Porky
And from Cito to Car-Max.

RANGER
FIELD BOOK

THIS FIELDBOOK IS THE PROPERTY OF :

_____

RANGER GOALS

For many years the Ranger Department has maintained the TRADITION of asking each Ranger to take a moment to reflect and set a few GOALS for the summer.

The practice of GOAL SETTING has served multiple purposes, including personal growth, ensuring each Ranger makes the most of the summer opportunities, and aiding in the evaluation process. Of course, this is not an exhaustive list.

Each of you should take the words of Henry David Thoreau to heart and then set your minds to setting a select few goals in these areas: Ranger skills, Philmont opportunities, and life in general.

"If one advances confidently in the direction of his dreams and endeavors to live the life which he has imagined, he will meet with success unexpected in common hours"
Henry David Thoreau

RANGER SKILLS _____

_____

_____

PHILMONT OPPORTUNITIES _____

_____

_____

LIFE IN GENERAL _____

_____

_____

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MISSION OF THE BOY SCOUTS OF AMERICA

The mission of the Boy Scouts of America is to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

VISION STATEMENT
PHILMONT SCOUT RANCH

It is the vision of Philmont Scout Ranch to continue to positively impact the lives of young people and their Scouting Leaders through inspiration and effective delivery of the finest scouting possible through backcountry adventures and training center initiatives.

It is our further vision that these experiences will be expanded to help meet increasing demands. All future growth must be accomplished with minimal ecological impact on resources to insure the preservation of this great asset to serve future generations of Scouts.

MISSION STATEMENT
PHILMONT RANGER DEPARTMENT

The Philmont Ranger Department seeks to provide participants with a safe and ideal outdoor experience that will inspire them to bring back wilderness skills and ethics to their Scouting communities. The department meets this challenge by providing uniform, professional training to Philmont staff members and Scouters alike, and by leading through examples, that uphold the aims and ideal of Scouting. The Ranger Department also supports the ranch by cheerfully offering all available resources.

Welcome to the Philmont Ranger Staff!!

You are now a member of a staff which prides itself on professionalism, quality outdoor education, continued growth, and enthusiasm. This summer will provide you with a unique opportunity to learn and grow in an unparalleled environment. More importantly, you will help young people from across the world to experience Scouting at its very finest. The success of the Ranger Department and Philmont is up to you!

The department is made up of approximately 200 Rangers. Additionally, there is a leadership group of approximately forty people all committed to **"approachability and availability."** These leaders are here to serve you, so that you may better serve participants. The leadership team is made up of the Chief Ranger, Associate Chief Rangers (ACRs), and Coordinators. The Chief Ranger and ACRs supervise the Ranger Trainers (RTs) who in turn supervise their training crews. The Mountain Trek Coordinators provide guidance to the Mountain Trek program, which is a 6 day backpacking experience for youth PTC participants. The Rayado Coordinators are in charge of the Rayado program which is a 21 day trek guided by two rangers. The Service Academy Coordinator (SAC) is responsible for cadets and midshipmen who come from the military academies to serve as rangers throughout the summer. The Ranger Scheduler does all of the scheduling, and coordinates the logistical functioning of the Ranger Office. We are all committed to helping you with any problem you encounter, and ensuring that you and the participants have an excellent summer.

There is no way to predict what the summer may hold. Throughout your job, you can expect to hear two important phrases; **"Scramble. Be Flexible"** and **"Humble Pride."** The first pertains to the positive attitude a Ranger maintains in dealing with all situations, from getting the dining fly up in the rain, to helping on a search and rescue mission. The second phrase illustrates the pride with which a ranger approaches his or her job. "Humble Pride"

allows the confidence to do our jobs well, while extending to others a mutual respect, that strengthens the Philmont community.

Get ready for the summer of you life! You are expected to be among the top educators in Scouting and in the nation. The ***Ranger Fieldbook*** is designed to be one of the many tools you will use to become a great Ranger. It compliments, it does not replace, the training you receive from your Ranger Trainer. The aim of this fieldbook is to provide you with a quick resource that will remind you of the knowledge, skills, procedures, and interpersonal skills that are necessary in to becoming the best Ranger you can be.

Good luck! Remember, both the memories of a "Philmont summer" and the skills and values that we pass on to participants around the world will endure forever.

-Ranger Leadership

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WHAT TO EXPECT AS A RANGER

As a Ranger, Philmont and the Ranger department expect you to:

- Abide by the policies outlined in the Staff Guidebook.
- Follow the procedures and learn the skills explained in this book and taught by your supervisor.
- Work to the best of your abilities.

As a Ranger, you can expect the following of Philmont and the Ranger Department:

- To support you in your work efforts.
- To train you with the skills needed to be a professional outdoor educator.
- And to provide the necessary resources to perform the duties of a Ranger.

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BASE CAMP PROCEDURES

DAY ONE:	8am Meeting; Greet Crew; Go through Base Camp procedures.
DAY TWO:	Breakfast with your crew; Finish Base Camp Procedures; Hit the Trail.
DAY THREE:	Ranger Training on the trail with your crew.
DAY FOUR:	Finish with the crew; Hike in day; the rest of the day is yours.
DAY FIVE:	Day off, Day One of another crew, or a workday.

IMPORTANT CONSIDERATIONS

- Base Camp procedures do not have to be hectic. It may seem that way with your first couple of crews, but it will settle down as the summer continues.
- You have **limited** time.
- Be **considerate** of other members of the Philmont team.
- Be honest with your crew. Explain the nature of the Base Camp procedures.
- **Communicate** with other Rangers, crew members, advisors, and other staff members
- **SCRAMBLE – BE FLEXIBLE**

WHEN YOU HAVE A CREW

8 O'CLOCK MEETING

Arrive at the Ranger Office for the meeting at 8 am. The daily eight o'clock meeting provides Rangers with new information and updates.

- Be in **PROPER UNIFORM**
- Arrive at the meeting well rested and prepared for your assignment.
- After the meeting, be sure to **SIGN OUT** whenever you leave the Ranger Office.
- DO NOT LEAVE CAMPING HEADQUARTERS!

WELCOME CENTER Hours: 24 hours

Crews arrive and initially check in at the Welcome Center. Once a crew checks in, the Welcome Center will call and notify the Ranger Office. You will then meet your crew. Go into the Welcome Center office; tell them your name and the expedition number of the crew you are meeting. They will hand you a slip of paper with the crew leader's name, advisor's name, and the tent assignments. You will then greet your crew promptly, sincerely and enthusiastically.

- Be confident.
- Show the crew you are glad they are here.
- Begin working on the Crew Leader's leadership.
- Have the Crew Leader introduce you to his/her crew. Greet each member with a firm handshake. Look each person in the eye.
- Learn all the crew members' names as soon as possible.
- Explain what is going to happen in Base Camp.
- Learn all you can about the crew and its members.

TRAIL BOUND TENT CITY

Take your crew to their assigned tents. A map on the wall in the Welcome Center will help you locate the tents. Once at their tents, have the crew organize and prepare themselves for Base Camp procedures.

- Stow all gear in tents.
- Secure all tent flaps when the tents are empty (for security purposes and rain is possible anytime). Don't leave valuables lying in the open.
- Stress the importance of keeping Base Camp clean- introduce the ideals of the Wilderness Pledge.
- Stress hydration and water conservation.

Before you continue on through Base Camp, be sure the crew has:

- Medical Forms with copy of insurance card
- Crew Roster
- Philmont Map
- First Aid/CPR Cards
- Prescription Medications/ Special Diet Food
- Money
- Tour Permit
- Talent Release Form

Each Crew Member Must Have Water And Rain Gear

CONTINGENT/CREW REGISTRATION Hours:_____

- Go to the Registration Office first.
- Go to the Registration Desk with one advisor bringing money, Tour Permit, Crew Roster, Talent Release Form and First Aid/CPR cards.
- Go into Logistics alone and reserve a place in line.

LOGISTICS/ TRIP PLANNING Hours:_____

- Have the **canary** copy of the Crew Roster. Go in alone and reserve a place in line and a bus departure time.

- When the crew is called, introduce them to the Trip Planner and send in the Crew Leader and advisor(s) with the Philmont Wall Map. Crews going into the Valle Vidal, will also need the Valle maps.

HEALTH LODGE RECHECK Hours:_____

- Have a **pink** copy of the Crew Roster.
- Have the medical forms alphabetized for everyone in the crew. The medical forms must be fully completed.
- Pre-check the forms and notify the medic of any problems.
- Be sure all prescription medications are listed.
- Get blood pressure checks for those over 21.
- Keep informed of procedural changes throughout the summer. When in doubt ask a medic!
- Cover some training with crew while waiting.

CHQ SERVICES Hours:_____

- The crew must have the Crew Leaders copy or a photocopy of the Crew Leaders copy.
- Discuss the "shopping list" with the Crew Leader and advisor and have it filled out.
- Introduce the crew and advisors to the CHQ services staff.
- Check food and equipment for contents and condition before leaving Services.
- Point out the pay phones, Mail Room, laundry, etc.

GROUP PHOTO Hours:_____

- Have advisor bring photo order form.
- Let the photographer handle line-up, placement, etc.
- Neatness counts! Be in uniform. No hats or sunglasses. Remember this is THEIR KEEPSAKE, not yours. This photo is also used for PhilSARs.

- Have all crews present for a *contingent* photo.

You Must Get The Group Photo Taken Before The Crew Hits The Trail!

SPECIAL DIETARY NEEDS

If any of your crew members are allergic to some of the Philmont food items, or if they require a special diet, the crew is responsible for bringing supplemental food for that individual. You will need to help them package their food to be delivered to the appropriate backcountry commissaries. Be sure to write the person's name and expedition number in the boxes, along with the date of the food pickup and the commissary location. The food can then be turned into Logistics. Logistics will verify the itinerary and food location and issue a receipt to the Crew Leader.

A crew can only bring supplemental food to meet special dietary needs. This food delivery service is not for the crew to have a "special treat" during their trek.

If special dietary needs are required for Dining Hall food, please discuss the need with a Dining Hall Manager.

DINING HALL Hours:_____

- Eat BREAKFAST with your crew.
- Organization and cooperation count.
- Build good rapport with the Dining Hall staff.
- Say Philmont Grace as you enter. Remove hats!
- Eat **with** your crew.
- Be sure your crew cleans up after themselves.
- At dinner, Rangers line up by a crews' expedition letter.
- Other meals, line up by bus **departure time**.

SECURITY/LOST AND FOUND Hours:_____

- Go inside with one advisor to get a locker assignment.
- If the crew arrived in private vehicles, they should store items in their vehicles rather than a locker.

- Report any security matter here- missing items etc
- Return any found items that a crew may come across

SHAKEDOWN

- Follow the equipment list and packing suggestions in the *Guidebook to Adventure*.
- Don't scrimp.
- Talk to your RT and other Rangers about places to hold the shakedown.
- Police for litter after the shakedown is finished
- Refer to page 10 for more information on shakedown.

EVENING ACTIVITIES

- Advisors Meeting Time:_____
  -Advisors Meeting Room is between the Registration Office and the Staff Lounge.

- Crew Leaders Meeting Time:_____
  -Meet at the Advisors Meeting Room.

- Chaplains Aide Meeting Time:_____
  -Meeting is held outside the Advisors Meeting Room.

- Chapel Time:_____
  -Meet your crew at the Ranger Bell or Snack Bar @ 6:45
  -Escort your crew to the respective chapels.
  -Trading Post and Snack Bar are closed.
  -Do not do shakedown at this time.

- Opening Campfire Time:_____
  -Meet at the Welcome Center at 8:00.
  -You MUST attend with your crew.
  -Bring jackets.
  -Volunteer to play a part- your crews love it!

- Meet with your Crew Leader about plans for the next day.

RANGERS ARE NOT TO LEAVE BASE CAMP AFTER CAMPFIRE!

FREE TIME

The Philmont Museum and Seton Memorial Library, the Villa Philmonte (Sign up for tours at the Seton), and the Kit Carson museums are great places to spend free time with your crews. Go along with them.

Base Camp procedures and Ranger Training take priority over museum tours. If your crew does not have time before hitting the trail, they can tour the museums when they finish their trek.

FORMS

- The hike-in forms are found in the back of the Ranger Fieldbook.
- Be sure all dates are accurate and be specific about your itinerary. If your itinerary changes, radio down to the RO, so that the changes can be made to your form.
- Pick-up "Wilderness Pledge" cards.
- Be sure that you have the Crew Training Checklist.

CHECK OUT OF TRAIL BOUND TENT CITY

- Be checked out of the tents before **8:00 am.**
- Sweep tents- brooms can be checked out from the Welcome Center. Police for trash
- Tell the Welcome Center when your tents are clear.
- Store packs neatly at the Welcome Center.
- **DO NOT** stay in tents past the check out time. The next day crews are waiting.

GET ON AND OFF THE BUS

- Have the crew assembled at the Welcome Center 30 minutes before your scheduled departure time.
- When the bus arrives, verify your bus assignment with the bus driver.
- Beware of the tail pipe (circle "O" brand) in the back.
- You load the gear in the back door- crews board in front leaving the front seat open for you.
- Give a bus tour on the way to the turnaround. Use the "Bus Tour Information" in this book for ideas.
- When the bus arrives, you hand the gear out the back door, and everyone grabs a pack.
- Police the bus for trash and gear.
- Thank the Bus Driver.

HELPFUL HINTS

- Base Camp Cards- Make cards for each venue. On each card include who needs to be there, what they need, and what happens. Additionally, make cards for First Aid and other topics that need to be covered.
- Remember- use your time wisely. If one location is busy, go to another.

SHAKEDOWN: OUTFITTING FOR THE TRAIL

Shakedown is a vital part of your work with each crew. If you do a good shakedown, your crew will not only have a better time, but it will avoid some trouble situation caused by having INADEQUATE equipment. Your goal is to get every person equipped adequately but carrying as light of pack as possible. Each item should be considered against four criteria:

- USEFULNESS
- BULK
- DURABILITY
- WEIGHT

It is your **responsibility** as a Ranger to see that each participant's gear is appropriate and useable. Make suggestions about inadequate items. REMEMBER, they will be on the trail for 10 days, not just 2. They are not accustomed to the weather and may need more clothing, etc. than you require.

Always give reasons as to why an item may be inadequate. Otherwise you may leave the crew thinking that you are only giving your personal preference, and they may figure that their opinion is as good as yours. Always know why an item should be included or left behind, and tell the crew.

An effective shakedown is necessary for ensuring the success and enjoyment of your crew. It is also important to realize that this is a very sensitive time in which your words and actions carry much weight and are conscientiously noted by the crew. NEVER criticize a participant's gear. Most likely, the parents of your campers and the campers themselves have a certain amount of pride in their equipment.

It is safe to assume that the participants are using the best equipment they have. Carefully explain the reason why some items may or may not be needed.

When items are inadequate or missing, be sensitive when suggesting that they make purchases at the Trading Post. Many Scouts are on a limited budget. While certain items of their equipment may not be optimal, differentiate between those that are inadequate and unusable and those that will suffice.

CONDUCTING A SHAKEDOWN

- Find an open area around Base Camp. Have the crew members spread out their ground cloths and empty their packs onto one half of the ground cloth. Do not use **Trading Post** or the **Chapel** lawns.

OR

- Have the crew members pull their cots out of their tents and empty their packs onto one half of the cot.

In case of rain, the Welcome Center may be used for shakedowns, but be sure to ask permission from the staff. The Welcome Center is often busy, especially during bus pickup/drop off times.

- The Ranger **always** stands and faces the sun.
- As you go through the *Guidebook to Adventure* list, each crew member moves the particular item to the empty half of the ground cloth/cot. Be sure to move around and check each item for each crew member.
- Each person should keep a list of items needed at the Trading Post. When you are finished, each person should have a list and two piles. One pile goes on the trail, the other stays behind.

NEVER tell a participant that he/she cannot bring an item on the trail that is included on the packing list. Give reasons why they should or should not take items, but always allow the participants to make the final decision. Remember the crew has based their equipment selection on the suggested list in the *Guidebook to Adventure*.

These are topics to cover in detail. Many times these issues are not covered thoroughly in Base Camp and become problems on the trail.

- Each Phil Tent uses 14 stakes.
- The Philmont Dining fly needs 30 ft. of cord.
- Water filtration pumps break, or clog and a chemical back-up is mandatory
- Bungee cords are convenient but allow gear to bounce off packs.
- 3 or 4 one quart water bottles are recommended.

PERSONAL EQUIPMENT LIST (From the *Guide to Adventure*)

Packing

- Pack with padded hip strap (rental available)
- Pack cover*
- 6-12 plastic bags- assorted sizes to pack clothes

Sleeping

- Sleeping bag in stuff sack, lined with plastic bag
- Sleep clothes- worn **only** in sleeping bag
- Straps to hold sleeping bag onto pack*
- Foam sleeping pad*

Clothing

Layer A (Hiking Clothes)

- Hiking boots- well broken in
- Lightweight sneakers/tennis shoes
- 3 pair heavy socks*
- 3 pair light inner socks*
- 3 changes underwear
- 2 hiking shorts*
- 2 short sleeve shirts (not nylon)*
- 1 hat or cap- flexible brim*

Layer B (Cool evening)

- 1 long pants, light cotton or nylon*
- 1 long sleeve shirt (wool or synthetic)*
- 1 pair insulated underwear (polypro)*

Layer C (Cold)

- 1 sweater or jacket (wool or fleece)*
- 1 stocking cap (wool or polypro)*
- 1 glove liners or mittens (wool or polypro)

Layer D (Cold, Wet, Windy)

- 1 sturdy rain suit*

Eating

- Deep bowl*
- Cup (measuring style)*
- Spoon*
- 3 or 4 one quart water bottles*

Personal and Miscellaneous

- Small Pocketknife*
- Philmont Map*
- Flashlight (extra batteries)*
- Compass (Liquid-filled)*
- 2 bandannas or handkerchiefs*
- Money ($10-$20 in small bills)
- Lip balm*
- Small towel*
- Tampons/sanitary napkins*
- Sunscreen 25 SPF*
- Sunglasses*
- Ditty bag*
- Toothbrush*/Toothpaste
- Matches and lighter in waterproof container*

Optional

- Camera and film*
- Whistle*
- Watch
- Fishing equipment/license*
- Postcards*
- Foot powder*
- Note pad and pen*

No radios, tape, CD or MP3 players, video game devices or hammocks. Cellular telephones are discouraged (see p. 15-16). DO NOT BRING DEODORANT.

*Available at the Philmont Trading Post

CREW GEAR

Besides the personal gear, each crew has the responsibility for its own equipment. The Crew Leader should make the assignments as to who carries what gear. You should be there to help guide the Crew Leader. Explain why the same person carries the same item(s) of crew gear for the entire trek- items are better accounted for if one person is responsible for a specific object(s). Consider size and strength of the participants as the Crew Leader is making the assignments. The Crew Leader should know who has which items.

Food should be re-distributed every morning, so that everyone's pack gets lighter after every meal.

Necessary items of equipment for each crew of 7-12 persons to bring to Philmont (from the *Guidebook to Adventure*):

- 1 Sewing kit with heavy thread and needle
- Metal tent stakes, 10 per person*
- 2 or 3 collapsible water containers (2 gal. each)*
- 2 or 3 backpacking stoves*
- 2 one-quart fuel bottles*
- 1 crew first aid kit
- Duct tape for equipment repair*
- Spices for cooking
- Padlock for the crew locker
- Waterproof ground cloth; one for each tent*
- 1 fifty feet 1/8" nylon cord*
- Philmont Field Guide*
- Sunscreen and shampoo*
- 2 or 3 water filters*
- Insect repellant*
- Philmont maps (North, South, Valle Vidal)
- Toothpaste
- Leatherman type tool
- 2 Lighters or matches in a waterproof case*
- 1 camp shovel/trowel*

PACKING

Everything should be rolled and packed snugly. Use plastic bags or stuff sacks to keep clothing dry and organized. Everything should go INSIDE the pack. Nothing should be dangling outside the pack.

- Compass, lip balm, and bandanna all go in pockets of clothing on the participant.
- Side pockets of pack hold convenience items: Toilet paper, camera, flashlight, water bottles, smellables, RAINGEAR.
- Map pocket or pack frame holds map.
- Weight distribution is critical for comfortable hiking. External frames should have the weight on the top. Internal frames should have the weight distributed along the back.

External Frames

- Upper compartment holds heavy, bulky items: tent, dining fly, food, cookware, water.
- Lower compartment holds light items such as clothing.
- The sleeping bag should be strapped to the bottom of the pack in a waterproof stuff sack, lined with a plastic bag.

Internal Frames

- Heavy items are packed in the center of the pack, close to the back.
- Lighter items are packed near the top and bottom.
- Sleeping bag should fit inside lower compartment.

CELLULAR TELEPHONES

If your crew brings a cell phone into the backcountry, be sure they know how to use it in an emergency. Knowing the proper procedure will help them give accurate information in an emergency situation. It is important to go over the procedures with the crew.

Philmont Cell Phone Procedures

Cell phones are permitted in the backcountry. They are not encouraged. Many areas of Philmont have no cell coverage.

There is no opportunity to recharge a cell phone once you have left Base Camp.

If a cell phone is used for an emergency please use the following process:

- Phone Philmont at 505-376-2281 to report and emergency. State that this is an emergency call and that you need to talk to Logistics.
- Give the expedition number.
- State who is calling and the cell number. If the phone has an indicator of battery life, state how much battery time is left. You may be directed to turn off the cell phone and call back at a specific time in order to save remaining battery life.
- Please remain in current location until emergency response is activated.
- Briefly describe the emergency situation (25 words or less).
- Accurately state the location of the emergency. Please be prepared with grid coordinates.
- Be prepared will all other emergency information that is written on the map, as directed by your Ranger.

HARD SKILLS

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IMPORTANT CONSIDERATIONS:

- On the first night **YOU** are the program. Make sure that the crew knows all the essential information.
- Stress backcountry responsibility and concentrated impact camping.
- The Ranger stays with the crew until the morning of the fourth day. **You leave when the crew leaves.** DO NOT LEAVE EARLY!
    - Conduct a final conference with the advisors and the Crew Leader; discuss individuals, point out possible problems, answer last minute questions.
    - Get the Crew Training checklist signed. Bring the checklist back to Base Camp with you.
    - Shake hands with everyone in the crew.

ORIENTING THE MAP

To make the map a representation of the earth, it needs to be oriented. This will make the directions and distances on the map correspond to those of the earth. To orient the map, follow the instructions below.

- The map is drawn to point at true north- the North Pole. The compass points to magnetic north- not exactly at the North Pole. The difference between the two directions is called declination.
- Philmont declination is around 10 degrees East.
- In order to compensate for declination:
    - Turn the compass housing so that the number 350 is aligned with the travel or base plate arrow.
    - Place the compass on the map and align the side of the base plate with one of the lines of longitude on the map (fig. 1).
    - Turn the map with the compass still aligned on the grid until the red magnetic needle point to "N" on the compass housing (fig. 2).
    - The map will be pointing toward true north.

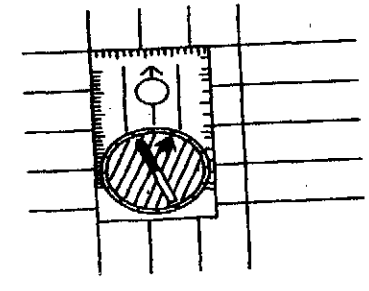


Figure 1

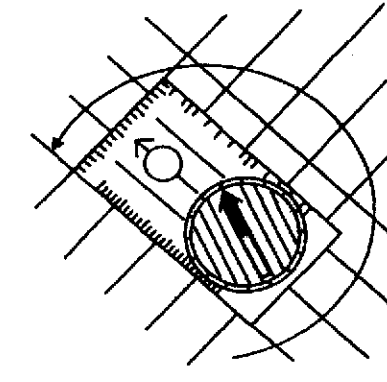


Figure 2

OTHER WAYS TO ORIENT A MAP

- Line up contour lines on the map with surrounding landmarks.
- Use the sun to approximate direction.
- Remember, using a compass set for declination is the most accurate way to orient a map.

SIX MAP COLORS

- Black- man-made objects.
- Brown- contour lines. Every fifth line is bolder and has the elevation marked on it.
- Blue- water.
- Red- boundaries and highways.
- White- vegetation under three feet tall, or no vegetation.
- Green- Vegetation

MAP SYMBOLS

- Your RT will have a complete set of flashcards that your can borrow to make your own set.

SHOOTING BEARINGS AND TRIANGULATION

- Take the compass and point the travel arrow toward some distinct landmark.
- Turn the housing until the red magnetic needle is pointing to the "N" on the compass housing. Use two people for accurate bearings. One person points the travel arrow toward the landmark, while the other turns the housing.
- Once the housing has been turned correctly, the number on the compass housing that lines up with the travel arrow is the bearing of that landmark.
- Place one corner of the compass base plate onto the landmark's position on the map (make sure that the map has been previously oriented for true north).

- Keeping the corner on that position, rotate the compass (NOT THE MAP) until the magnetic red needle points to the "N" on the compass housing.
- Draw a line from the landmark along the side of the compass, and continue on with a straight edge of some kind. Your position is somewhere along this line.
- If the line crosses the trail you are on, you are probably at that point on the trail.
- If you are not on a trail and wish to further refine your position, shoot two more bearings in different directions. The resulting lines will form a triangle. You are located in that triangle.

NOTE: Once a map has been oriented to compensate for declination, you can use magnetic bearings to find your position without adding or subtracting the declination again.

CHOOSING THE CORRECT TRAIL

If you come to a fork in the trail and cannot determine which trail to take:

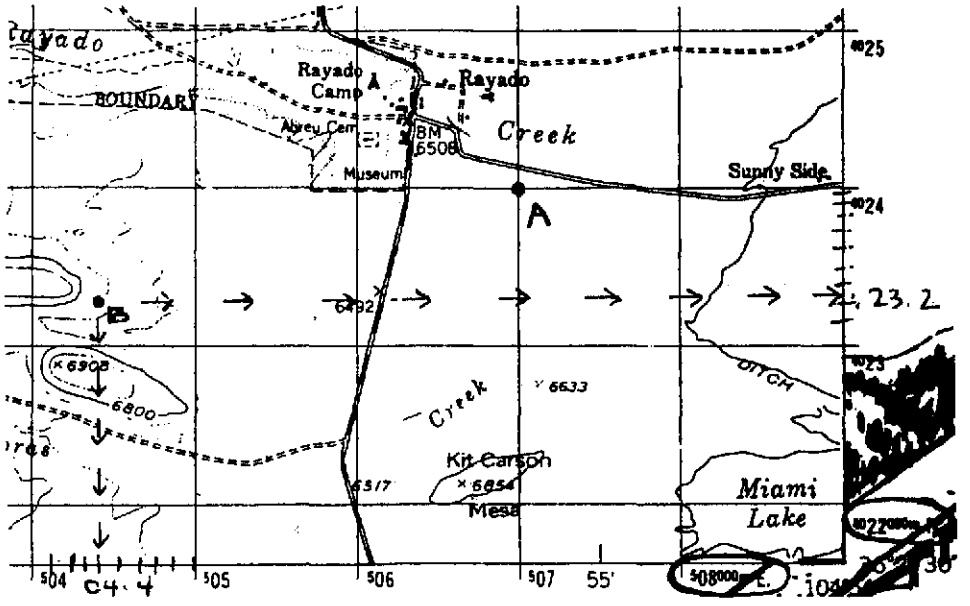
- Orient your map for declination.
- Place your compass on the map with the travel arrow pointing along the direction of the trail on the map you wish to take.
- Rotate the compass housing until the magnetic red needle point to "N" on the compass housing.
- Take the compass off the map and point it down the two trails at the fork.
- Which trail has the same (or closest) bearing as the one on the map? In other words, when you point the compass down the trail, which one has the magnetic red needle closest to the "N"? That is the trail you want to take, but take another reading a short distance along the new trail to confirm your choice.

GRID COORDINATES/UTM

With the Philmont maps (sectional-maps and wall map), we use a shorthand version of the Universal Transverse Mercator (UTM) system to determine grid coordinates. The UTM system divides a map into squares one kilometer by one kilometer (1 km equals roughly 0.6 miles).
In the event of an emergency, teach your crews to put an "X" on the front of the map to mark their location and a written description on the back. When Logistics or Health Lodge asks for a location, they want a description and the grid coordinates of the "X". Look at the section of the map on the following page. The circled numbers in the corner are the complete numerical and directional UTM coordinates. Don't worry about them. You are concerned with the simplified UTM coordinates that line the edge of the map.

MAP AND COMPASS HELPFUL HINTS

- When the Crew Leader and advisors are in Logistics, walk the rest of the crew through their trek using a map. Point out some of the landmarks along the route. Ask them what each symbol means. This gives them a reason why they need to know the symbols.
- Map symbol flashcards can be used to teach each individual map detail. One side of the card has the symbol and the flip side has the meaning.
- Declination is sometimes difficult to understand. This activity helps participants visualize declination. Have one crew member stand at the North Pole and another at Magnetic North. Place the rest of the crew throughout the United States. This activity helps participants visualize how the relationship between True North and Magnetic North changes based on your current location.
- Demonstration is a good way to introduce orienting the map. Once you have shown the crew how to orient the map, have them practice. Practice is the best way for them to learn.



UTM COORDINATE PRACTICE EXERCISE

To report the coordinates of point "A", follow these simple steps:

- Put your finger on point "A".
- Follow the vertical line down to the edge of the map to the number $^{5}07$. This is your first number.
- Put your finger back on point "A" and follow the horizontal line to the right edge of the map and find the number $^{40}24$. This is your second number.
- You read the coordinate: $^{5}07$ by $^{40}24$.

Now you read the coordinate of point "B". Since the point is not on any lines, you have to draw your own. The vertical line is about half way between $^{5}04$ and $^{5}05$. Break the grid into tenths and you get $^{5}04.4$. Repeat for the horizontal line and you get $^{40}23.2$. So point "B" is $^{5}04.4$ by $^{40}23.2$ or simply 4.4 x 23.2.

HIKING, TRAIL ETIQUETTE AND REST STOPS

PACKS ON

- Two People
  - Have a buddy hold your pack while you put it on.
  - Then hold your buddy's.
- One Person- Two step process
  - Lift pack and rest it on your thigh.
  - Stick one arm through the shoulder strap, then hold the bottom of the pack with the first arm while you put on the other strap.
- Hip belt should be snug- shoulder straps loose.
  - Belt should rest on the hip bones.
  - Weight on hips- legs are stronger than your shoulders.

HIKING

Ask the question, ***"Is anyone not ready?"*** Those who are ready should remain silent, and only those who are not ready will be heard.

- **Drink Water!**
  - Participants need to consume 6-8 qts. of water daily.
  - Roughly a quart per hour of hiking.
  - Refer to the water drinking section on page 31.
- Don't hike faster than the slowest member of the crew.
  - Keeps morale up- keeps crew together.
  - Be aware that this can be a major source of contention within the crew after you are gone.
  - Don't always assign the slowest person in the lead. This may force them to walk faster than they are ready for. Place them in the second or third position.
- The crew must stay together at all times on the trail
  - Always see the person in front of you.
  - Person in front- turn around from time to time.

  - Divided crews get lost.
  - If crews split up, there may not be enough people to handle emergencies.
- Spacing
  - 10 feet is ideal between people.
  - Look at scenery- not the person in front of you.
  - Safety- 1 person won't cause "domino effect."
  - Try a "spacing game" at the turnaround.
- Steady Pace
  - Starting and stopping takes more energy.
  - Avoid sitting down. This causes breaks to be too long and uses a lot of energy to stand back up.
- Foot problems? Speak up!
  - Take care of a "hot spot" before it becomes a blister.
  - Five minutes today saves hours.
- Rest stops
  - 5 minutes- packs stay on, catch breath. **DO NOT SIT DOWN!**
  - 20 minutes or more- packs off, wait for lactic acid to clear out of muscles.
  - Too many stops indicate pace is too fast.
- Up hill rest step
  - Momentarily lock each leg with each step.
- **NO NIGHT HIKING!**
- Stay on the trail.

TRAIL SIGNS

- Arrow on either end- go that way.
- Arrow on both ends- in a canyon or on a ridge.
- No arrows- you are there.
- Don't touch trail signs. Salt from your hands will rub off on the signs and attract animals.
- Never blindly trust trail signs. ALWAYS CHECK THE MAP.
- Remember the three T's: do not **touch**, **turn** or **trust** trail signs.

TRAIL ETIQUETTE

- Crews hiking uphill have the right of way- it is harder to gain momentum going uphill.
- Vehicles and livestock have the right of way.
    - For vehicles, get on the driver's side for better visibility.
    - For animals, get on the downhill side of the trail. The animals are less likely to spook if you are below them.

ON THE TRAIL

RAIN ON THE TRAIL

- Leave more space between hikers on slippery trails.
- Stay off ridges and exposed geographical features- lighting danger.
- Put raingear on when it starts, take it off when it stops- sounds obvious, but raingear causes you to sweat and heat up. Only wear it when you need to.
- Stay on established trails; avoiding puddles and mud creates additional trails.

STREAM CROSSINGS

- Always wear boots.
- Unbuckle the hip and sternum strap in case you need to chuck your pack to avoid being pulled under by the current.
- Never attempt to cross a stream that is over knee deep. Turn back and find an alternate route or staffed camp.
- Beware of crossing single or weak logs; especially ones perched high above the stream.
- If you cross on rocks, step on the center of large, dry rocks.
- Have one person cross at a time so others can help if needed.

DANGERS ON THE TRAIL

- Do not step on an obstacle if you can step over it, i.e. water bars.
- Do not throw rocks or boulders.
- Stay out of abandoned mine shafts. They are unstable structures and may collapse. They may also contain poisonous gases.
- Stay alert for flooding possibilities along trails that are near streams. The upstream person should watch for changing water conditions and quality that might indicate increased water volume.

ENJOY IT!

- A lot of scenery is on the trail, not in camp.
- A quiet crew sees more wildlife.
- Leave camp early- this avoids afternoon heat and possible thunderstorms, as well as, getting to camp for program.
- Be careful about overheating- steady pace, rest stops, drink water and tank up on fluids in camp.

HIKING HELPFUL HINTS

- Try some "spacing games," such as having crew members stand shoulder to shoulder and asking them what they see. Then have them turn so they are facing the back of the person in front of them. Once again, ask what they see. There are many variations of this game. Ask your RT!
- Call the first rest break whether the crew needs it or not, so that the crew will realize that breaks are important and necessary.
- Remember **teachable moments**.
- Hike during the cooler part of the day, starting close to 7 AM and taking regular breaks during the hottest part of the day.

SETTING UP CAMP

CAMPSITE SELECTION

- Look for less-used sites- this enables distribution of wear and tear on all sites.
- First and Last sites should be left for late arriving crew.
    - This is a courtesy for crews arriving near or after dark; so they don't have to stumble through the entire camp.
- Check for signs of past flooding, such as washed out or runoff areas.
- Look for widow-makers- dead tree or limbs that may fall in a storm.
- Use only designated sites which have a # block, sump, fire ring and a bear cable.

SETTING-UP THE DINING FLY

- The dining fly is A-frame style.
- The fly should be set-up within the "bearmuda" triangle, located 15-20 feet from the fire ring.
- Face the tarp so that it is "cornering the wind."
    - One corner is pointed into the wind.
    - This allows some wind to pass through while keeping most the rain out.
- Use a small stick to secure the ridge line to the tarp.
    - Use a lark's head to secure it.
    - Ridge line and tarp should both be tight.
    - Small sticks- they should break in a strong wind to prevent the grommet from being torn out of the tarp.
- Use a clove hitch to secure the ridge line to the poles- three pole sections is sufficient. You want a "BIG" fly, not a "TALL" fly.
- Use a taught line hitch to stake down the guy lines.
- PUSH, don't pound stakes.

TENT SET-UP

- Check campsite for water run-off and overhanging limbs. Stay away from large Aspen trees that are shallow rooted and easily blown over.
- Position the back wall or a back corner into the wind.
- Check the ground conditions before setting up- look for rocks and bumps that would be uncomfortable to sleep on.
- The rain fly should not touch the tent.
- The ground cloth may go inside the tent or outside the tent depending on personal preference. However, if the ground cloth is placed outside the tent, care must be taken to ensure that it does not extend beyond the edge of the tent. This will keep water from collecting between the tent and the ground cloth.
- Keep tents clustered in groups- NO ISOLATED TENTS!
    - Strive to be at least 50 feet from the fire ring, dining fly, sump and bear cable.
- DO NOT DIG TRENCHES AROUND TENTS!

Lightning Position:

GETTING SETTLED

- All crew gear, food, and personable smellables should go under the dining fly before the tents are set-up, unless it is raining.
- Do not unroll sleeping bags until bedtime.
    - This keeps the bag dry, in case the tent leaks.
    - This keeps out unwanted insects and spiders.
- Leave packs in the "bearmuda" triangle away from tents. Cover packs with rain covers.
    - Packs take up too much room in tents.
    - Packs have slight odor from smellables.
    - This is also a precaution against overlooked smellables left in the pack.

BACKCOUNTRY CAMP ETIQUETTE

- When your crew arrives at a staff camp, the crew should make a pack line- following the instructions of the staff.
- The Crew Leader should take the crew leader's copy to the staff to check-in.
- The staff will check-in the crew and assign a campsite.
- Remember, the staff lives at the camp all summer long- it's their home. Please respect their space! Do not hang out on the porch unless invited.
- Do not leave trash on the porch or put it in the cabin or bear boxes. It MUST be handed to the staff during the time they designate.
- If taking horse rides, the crew should be early to check-in at that camp and not skip the ride without notifying the staff.

RANGERS...

- DO NOT ditch your crew to eat dinner with the backcountry staff.
- You should **ALWAYS** go to program with your crew.

CAMP SKILLS AND KNOWLEDGE

WATER

- Water is precious at Philmont; Conservation is a must!
- Treat water to kill off salmonella, typhoid, hepatitis, dysentery, cryptosporidium, cholera and GIARDIA. The best method to treat water is boiling. It is time consuming, but 100% effective. The water must reach a rolling boil and remain there for at least two minutes to be purified.
- Philmont recommends that crews employ a purifier (Purifiers remove Giardia, bacteria, cryptosporidium, and viruses. Filters do not remove viruses.). If using a filter, crews may also use chemical treatment or boiling to kill all viruses. Viruses are extremely rare in the United States. Crews must bring extra cartridges and spare parts for their purifiers.
- Carry MicroPUR at all times. Pumps may jam, and may not filter all bacteria/viruses- carry iodine crystals as a backup.
- Always keep the water source clean- do not bathe, cook, or wash dishes in or near a water source. Use the sumps for these purposes.
- Do not waste water, especially in the showers.

MICROPUR TABLETS

- The only tablet or liquid that is EPA registered as a water purification system and controls viruses, bacteria, and cysts (including Giardia and Cryptosporidium).
- Add one tablet per quart/liter of water.
- After 15 minutes, the tablet will dissolve. Shake the water bottle up and bleed the threads (invert the bottle and unscrew the top slightly so that some water leaks out).
- Let the water sit for an additional 15 minutes. During this time, it should not be used for **ANYTHING**.

Water Treatment Updates:

DUTY ROSTER

The Crew Leader should organize the Crew into duty groups. Use the duty roster on the back of the Crew Leader's copy of the itinerary. Stress to the Crew Leader the importance of supervision, helping out and delegating responsibility.
Create three groups:

- Fire and Water
  - Operates and tends stoves. Refill the stoves.
  - Never refill a hot stove.
  - Supplies water for the cooks' needs.
- Cooks
  - Before each meal the dishes must be sterilized for at least 30 seconds in boiling water. This disinfects any contamination.
  - Keep the food sanitary and off the ground. Use empty bear bags as a preparation table- this also prevents food from spilling on the ground.

  - When preparing the food, the cooks are the only people near the stoves when the food is cooking. This keeps the pots from being knocked over.
  - Always hold the pots with hot-pot tongs when stirring.
  - Start with less water than the directions call for- you can always add more as you cook.
  - Lead Philmont Grace before eating (Chaplain Aid can assist if needed).
  - Serve the food. Serve the food over the pots to keep spills off of the ground.
  - Clean up the meal preparation area.

- Clean up

  THE CLEANING METHOD THAT FOLLOWS IS THE ONLY METHOD THAT WE AS RANGERS ARE ALLOWED TO TEACH.

  - EAT EVERYTHING. Uneaten food must be packed out in a plastic bag. Eat it or carry it.
  - Each person should scrape and wipe their personal gear as clean as possible.
  - Everyone should help out and eat all food out of the cooking pot. DO NOT DUMP LEFTOVER FOOD IN A LATRINE OR SUMP!
  - While the crew is eating, the clean, large pot is filled ¾ with water and brought to a boil.
  - Fill the "cook" pot ¼ full with the boiled water, then add cold water to fill the pot up half way. Add 1 or 2 drops of Camps Suds.
  - Clean-up crew washes all the dishes.
  - Wash personal gear first and crew gear last.
  - The "wash" pot should be scrubbed last and the water poured into the sump through the sump strainer. Rinse out with hot water.

- All solid waste must be packed in a sump bag and carried with the trash. DO NOT FORGET TO PUT THE SUMP BAG IN THE BEAR BAGS.
- Leave the dishes by the sump to air dry overnight.

NOTE: Dishes and utensils will air dry quickly in Philmont's low humidity. Wash your dishes near the sump or fire ring, not a water source. Proper washing, rinsing and sterilizing of dishes will prevent diarrhea, dysentery and a host of other medical problems.

- After Dinner
  - Everyone polices the area for smellables, uneaten food or unwashed dishes.
  - All trash goes into a trash bag to be carried out. Trash goes in the bear bags.

BEARS

Bears are attracted primarily by odors. Be sure to stress the importance of the bear bags. Upon arriving in camp, hang all smellables that are not immediately needed and place all dishes by the sump, not the dining fly. This will prevent the dining fly from being ripped up. If you are not looking at it, hang it. If the backcountry staff asks you to hang anything else, do not question them.
Smellable items are suspended away from people- don't forget spilled food on clothes. The following are bear bags items:

- All food and trash (check and double check- stress the importance of not putting food in latrines).
- Water bottles that have EVER had drink mix in them.
- Unwashed dishes.
- Medicine and inhalers (place in boot if needed at night).
- Feminine hygiene products (used or unused).
- Tobacco (discourage on the trail).
- Soaps (campsuds) and shampoo.
- Extra batteries/extra film/disposable cameras.
- Deodorant or anti-perspirant (should not have!).

- Foot powder.
- Toothpaste and toothbrush.
- First aid kit.
- Chapstick.
- Sunscreen and insect repellent.
- Sump Frisbee, Yum-Yum bag, and condiment bag.
- Clothes that have spilled food or drink on them.
- Vomit (If vomiting occurs along the trail, kick dirt over the vomit. Do not pack it out).
- ALWAYS hang ANYTHING that you are unsure about.

Hanging the Bear Bags

- Coil the rope and throw over the bear cable. Do this during the day for easier throwing.
- Do not use rocks or other weights to throw the rope. The weight of the rope should be sufficient. Rocks or other weights could injure someone.
- Oops Bag: Hang rope and bags as normal. Utilizing a carbineer, attach it to the loop in the rope and thread the "oops" line through it. Leave the "oops" rope dangling so that the oops bag can be hoisted without dropping the bear bags.
- Be sure to get ALL smellables in the bags before hanging.
- DO NOT climb trees to hang or untangle ropes.
- Do not stand under the bear bags when hanging them. They could fall.
- Tie the bear rope to two (2) separate trees, so if a bear should cut one rope, the bags will not fall.
- Do not hang bags during a lightning storm
- Well hung bear bags lead bears away from camp and people.
- HAVE CREW MEMBERS CHECK PACKS AND POCKETS FOR SMELLABLES BEFORE GOING TO SLEEP.

Bear Updates:

CAMPFIRES

- Where campfires are permitted, use established fire rings.
- Clean all burnable material at least 10 feet from around the ring.
- Keep campfires small. Only use sticks from the ground that can be broken by hand, are no thicker than a forearm or longer than the length between an elbow and middle finger. **DO NOT** climb trees to break branches.
- Keep a pot of water nearby the campfire.
- Never leave a campfire unattended for any reason.
- Burn all wood and coal to ash.
- Be certain that the fire is "cold out" before going to bed or leaving the campsite. Pour water on the coals and stir the ash with a stick until a slush mixture is made.
- Break up any unburned coals and pack out the ashes. Hike for 30 minutes or half a mile and scatter ashes 100 feet from the trail.
- Stick an unburned stick an inch into the fire pit to show others it has been cleaned properly.

BREAKING CAMP

- Police entire campsite- it must be perfectly clean!
  - Make sure the sump screen is clean.
  - Check for trash- all trash has to be packed out.
  - Make sure all crew and all personal gear is accounted for.
  - Clean out fire ring and scatter ashes outside of the camp.
  - "Fluff Your Duff" (fluff the grass where your tent was set-up).
- Different groups can be responsible for taking down the dining fly, coiling the bear rope, etc. each morning.

WILDLIFE INFORMATION

ALWAYS REVIEW THE CURRENT PHILMONT WILDLIFE POLICIES AND MAKE CORRECTIONS TO YOUR FIELDBOOK AS NECESSARY.

BEARS

The only type of bear we have at Philmont is the Black Bear (Ursus Americanus). These bears are less aggressive, smaller, and have the ability to climb. The best defense of the Black Bear is to run and climb. Grizzly bears, however, are very aggressive, larger and their best defense is a good offense; thus they are more likely to attack. Black Bears have a variety of color patterns which can range from brown or cinnamon to blonde or true black.

Bears make use of a variety of vegetation types but certain habitat requirements must remain constant. Adequate foods, water, space, cover and proper arrangements of these components are necessary in all vegetation types to provide good bear habitat. Riparian areas (those areas of vegetation associated with water) are especially important to bears. Not only do they provide necessary water, but they also support an abundant and diverse food supply. These same areas are where many of our camps at Philmont are located.

Bears are omnivorous which means they will eat both plant and animal material. **They are also opportunistic and will eat anything that is available to them**. Bears must eat many nutritious grasses in the spring and early summer which are located in riparian areas. As the summer progresses, grass becomes less

nutritious and their diet changes to include more insects and tree material. In the late summer, fruits and berries ripen and contribute to much of their diet. As fall approaches, the acorns of oak trees become essential to the bear. Bears will also eat carrion (dead animal material) at any time and are very capable of killing young deer or elk calves.

The entire motive for bears to eat such a variety of foods is to achieve a level of health which will allow them to survive their deep winter sleep. Thus they select foods high in carbohydrates, protein and fats. Trail food contains all of these in high quantities. Therefore, since bears are opportunistic, we must work constantly to prevent bears from obtaining our food and garbage. It should be noted that bears are active at **all times** during the day and night so at no time can we think we are safe from the possibility of a bear obtaining our food or smellables.

If a bear is able to get food or other smellable out of a tent, backpack, dining fly, etc. these intelligent creatures will likely associate the food it obtained with the object. Thus, the next time the bear comes into contact with the same object (pack, tent, etc.), it may think it contains food of the same sort. Then the chance exists that the bear will damage equipment trying to obtain food again. At this point the bear will return to the same area and become a nuisance. If this continues, the bear may have to be trapped and relocated to a new area from which it may return in a short period of time. If the relocation is not successful the bear may have to be killed.

Black Bears are solitary except for a short time during the breeding season of June and July or when a mother has cubs. In general, Black Bears average about 30 inches high at the shoulder when on all fours and 6 feet when standing on the hind legs. Adult females average 150 pounds and males about 275 pounds.

A "bear year" begins with the emergence from the winter den in March or April. Cubs are born in the den in late January or early February. They typically weigh only 8 ounces at birth and the litters range from 1-3 but tend to average 2. Upon emergence from the den, the cubs will be up to 6 pounds and will nurse from their mother until June while learning to forage for other foods. Bears go into hibernation in late October and during the 4-5 months of

hibernation they will not eat or drink, but rely on the fat stored from the previous spring, summer, and fall foraging. They also do not eliminate waste material while in dens. The cubs will den with the mother once again in the fall and can weigh 40-70 pounds. After emergence from the den the following spring, the yearling will be "kicked-off" and made independent by the mother.

Interactions between humans and bears will happen. There are many bears at Philmont due to such great habitat that the Ranch provides. Additionally, Philmont has 20,000+ visitors over a time period of three months and the bears get used to seeing people. Therefore, they become less frightened of people.

- When an encounter does happen:
  - Huddle together in a large group and make noises. Do this by talking loudly and banging pots and pans.
  - At night, if a bear is thought to be in camp, simply start talking in a normal voice and then get everyone out of their tents to ensure the bear is gone. Make a small fire if no fire ban is in effect, otherwise use flashlights.
  - If the bear advances further or makes any signs of aggression by huffing, popping its jaw, pawing the ground, or turning sideways; then it is time to use your head and back away. If you do not, the chance of injury is heightened.
  - Rangers are encouraged to throw rocks and sticks without hitting the bear. If necessary, staff members are encouraged to run at the bear to move it out of camp. **Be Dominant!** Try not to let bears become habituated by coming into camp and looking for food.
  - Crews are to notify the nearest staff camp of a bear sighting. Make note of the bear's size, color, ear tags or identifiable markings.
  - Do not corner a bear or ever come in between a mother and cubs.

Bears have an acute sense of smell and any unusual odor may draw a bear into campsites. Encounters can be avoided by

knowledgeable camping practices. Food, garbage, and other smellables should be concentrated in the "bearmuda triangle" (sump, fire ring, and bear cable). Tents should be located fifty feet from the triangle. Never eat anything in the tents. Also, try to avoid leaving one tent isolated from the others. Smellables, as listed in this Fieldbook, should ALWAYS be hung when not immediately being used. Conservation sites and side hikes are key times of opportunity for bears, thus bags should be hung. The only exception is if an advisor that is awake can watch the gear. At night sleep clothing, which has not been worn at any time during the trip for cooking or eating, will reduce the chance of an encounter.

Crews should be reminded of the consequences of feeding wildlife in New Mexico which can result in fines and possible jail time. Remember that a **"fed bear is a dead bear."** Report every bear sighted to a staff camp- note the bear's size, color, markings and whether or not it had cubs, a collar, or ear tags.

Education is the key element to limiting dangerous interactions between humans and bears. This is done by informing crews about bears and the proper etiquette which must be used in the wilderness. We are the visitors and the bears are not. They are doing what they need to do in order to survive.

ENCOUNTERING A BEAR

- Never provoke a bear to act aggressively. Do not throw rocks, use flash bulbs, approach or go close to a bear. A mother bear with cubs is very protective and easily provoked.
- Never risk injury by attempting to save your food or gear. Both can be replaced.
- If a bear approaches your campsite, make loud noises, bang pots and pans to discourage it from coming closer.
- If a bear enters your campsite, gather the crew and quickly leave the area until the bear is gone.
- If you awaken with a bear examining you, do not play dead and do not strike the bear. Talking with a calm tone of voice will let the bear know you are alive and well. If the bear is several feet away, you may be able to slip out of your sleeping bag and retreat. Running may provoke a bear, if possible back away slowly.\
- If attacked, fight back with everything you've got.

MOUNTAIN LIONS

The mountain lion, also known as a cougar, panther or puma is tawny-colored with black-tipped ears and tail. Adult males may be more than 8 feet long from nose to the end of the tail, and generally weigh between 130 and 150 pounds. Adult females can be 7 feet long and weigh between 65 and 90 pounds.

Mountain Lions live in many different types of habitat in New Mexico, from deserts to mountain tops- from base camp to 12,000 foot elevations. They are generally most abundant in areas with plentiful deer and adequate cover.

The predatory behavior of a mountain lion is very similar to the domestic cat. The lion will attempt to conceal itself for a surprise attack while stalking its prey. A crouched position is assumed with the tail twitching and the ears upright. How to avoid a mountain lion:

- Avoid hiking alone, especially between dusk and dawn when lions normally do their hunting.
- Always keep in sight of each other, and within arms reach in areas that can conceal a mountain lion.
- Always keep small children close to you or in your arms to appear bigger and prevent them from running.

If you encounter a mountain lion:

- Do not approach the lion, especially if it is feeding or with its young. Most lions will avoid confrontation. Give them a way to escape.
- Stay calm and face the lion. Do not run because this may trigger the lion's instinct to attack. Try to appear larger by raising your hands.
- Avoid bending over or crouching.

- If the lion acts aggressively, throw rocks, branches, or whatever can be obtained without turning your back or bending over.
- Fight back if attacked. Since a mountain lion usually tries to bite the head or neck, try to remain standing and face the attacking animal. People have successfully fought back with rocks, sticks, or bare hands.
- Report any lion sightings to the nearest staffed camp.

OTHER ANIMALS

Rodents

- Keep food supplies off of the ground and out of packs. Rodents can damage packs as quickly as bears.
- Rodents carry rabies, plague, Hantavirus and other diseases- leave them alone.
- Hantavirus is a respiratory illness that is contracted by being exposed to rodent urine and feces in an enclosed area. To avoid exposure, do not enter any unused buildings.

Livestock

- "Domesticated" does not mean "tame."
- Do not bother livestock.

Insects

- Select campsites away from insect infestations, especially anthills.
- Know who in the crew is allergic to insect bites.
- Mosquito's are prevalent in some areas. Set up tents in locations away from standing water and open to breezes.
- West Nile virus has been identified at Philmont. Use of repellant, long sleeves and pants, and insect screening on tents is recommended when mosquitoes are present.

Snakes

- Step around or over logs.
- Do not panic, back away slowly in an encounter.
- See First Aid section for treating bites.

SPECIAL OR DANGEROUS CAMPING SITUATIONS

RAINY WEATHER CAMPING

- Do not dig trenches around tents.
- Keep crew gear under the dining fly.
- Be sure to cook dinner.
  - Keeps morale high.
  - Calories keep everyone warm.
- Keep sleeping bags dry- don't unroll before bedtime.
- Dry, emergency wood can be found under logs and rocks.
- Keep participants warm and dry to avoid hypothermia.
- Dry personal gear in the sun and wind.

DRY CAMPS

- Conserve water, avoid fire.
- If close to water (within a mile) wait until you are in camp to get crew water.
- If a distance to water, send all empty containers. Be sure to drink as much water as possible at the last water source on the trail.
- Rearrange menu: eat a dinner near a water source and eat a lunch in camp for dinner.

HAIL

- Head for a stand of evenly sized trees- hail may be large enough to rip packs and raingear.
- Dining fly or tents may also offer protection.

FLOODING

- Be aware of the stream levels especially in canyons or after several days of rain. Never cross a stream that is over knee deep.
- If a campsite is flooding, head for higher ground IMMEDIATELY. Take only as much equipment as is safely possible.

- Flooding will occur after rainstorms in and around the fire damaged area in the North Country.
- The crew must hike close together in streams bottoms, during inclement weather. The upstream person should act as a lookout to notify the crew of any unusual water movement or sound. If unusual circumstances are detected, the crew should move to higher ground and wait out the flooding event.
- If a campsite is designated as closed, the site should not be used under any circumstances; share with other crews if necessary.
- If a campsite has signs of flooding but remains open, do not use this campsite and notify the next staff camp of the conditions.

FIRE

- If conditions warrant, fires will be restricted or prohibited.
- Exercise great care with all fire.
- Participants do not fight fire.
- Smoking is discouraged everywhere
    - No smoking on the trail.
    - Smoke only in camp at the fire ring.
- Report all forest fires to the nearest staffed camp.
- Watch for fires while hiking and be particularly observant after lightning storms.

ACCIDENTS IN CAMP

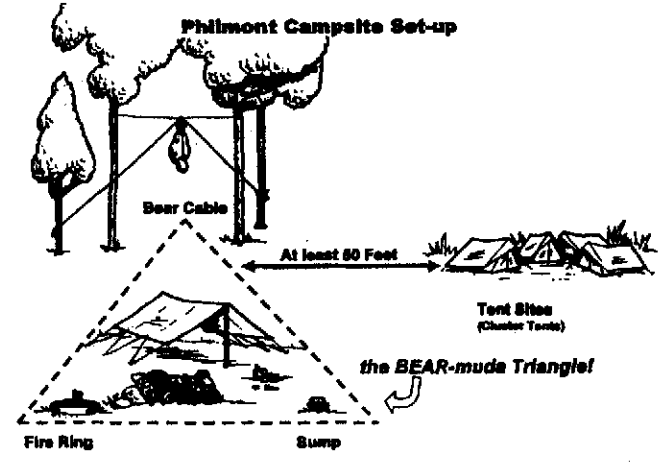
- Do not go barefoot.
- Do not climb trees or rocks.
- Watch your step for exposed roots or animals burrows.
- NO HORSEPLAY. Horseplay is the number one cause of accidents on the trail.

NIGHT HIKING

- Night Hiking is prohibited at Philmont.
- When hiking to or from a backcountry campfire at night the crew should always stay together, and have the 10 essentials.

LIGHTNING

- Avoid tall trees, wire fences, bear cables, exposed mountain tops, cliffs, and overhangs.
- If on a ridge or peak, head straight down the leeward side of the approaching storm into cover.
- If in a meadow- LEAVE QUICKLY! Get into some uniformly sized trees, spread out at least 100 feet apart, and get into the "lightning position," squatting or kneeling on a pad with your feet close together in order to have minimal contact with the ground. If you can't leave fast enough, spread out at least 100 feet apart and get into the "lightning position."
- If hiking in the rain, spread out along the trail and keep moving. If heading to higher ground or if lightning becomes severe, spread out in the woods off the trail.
- NEVER TAKE CHANCES. Never begin an ascent in the face of a thunderstorm. Get off high peaks before **noon**- afternoon thunderstorms are frequent.



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FIRST AID AND EMERGENCY PROCEDURES

Most people have had some first aid training. It is the Ranger's job to review that training with each crew. Be sure to cover all of the topics on the Crew Training Checklist.

UNIVERSAL PRECAUTIONS

Universal precautions are infection control guidelines designed to protect employees from exposure to diseases spread by blood and certain body fluids.

The Laboratory Centre for Disease Control, Health Canada and the U.S. Centers for Disease Control have developed the strategy of "Universal Precautions" to prevent contact with patient blood and body fluids. Universal precautions stress that all patients should be assumed to be infectious for blood-borne diseases such as AIDS and hepatitis B.

In the workplace, universal precautions should be followed using personal protective equipment, when you are exposed to blood and certain other body fluids, including:

- semen
- vaginal secretions
- synovial fluid (joint fluid)
- cerebrospinal fluid
- pleural fluid (chest fluid)
- peritoneal fluid (abdominal fluid)
- pericardial fluid (heart fluid)
- vomit

PPE (Personal Protective Equipment) includes gloves, goggles, glasses with side shields, CPR masks, and resuscitation bags. The purpose of PPE is to prevent blood and body fluids from reaching the employees' skin, mucous membranes, or personal clothing. It must create an effective barrier between the exposed worker and any blood or other body fluids.

TIME CONSIDERATIONS

Most Philmont participants come from areas that have 911 emergency responses. The 911 networks are designed to bring ill and injured subjects into hospital emergency rooms in less than thirty minutes. Because of the size and remoteness of Philmont and Philmont's trails, safe evacuation of an ill or injured subject can take several hours. This may help participants realize the importance of prevention.

EMERGENCY PROCEDURES

Specific information must be provided to Logistics and Health Lodge when reporting an emergency. Stay calm and know what the emergencies procedures are. It is important that each participant write on the back of their map the following list of questions, which are to be answered before going for help at the nearest staffed camp:

- Subject's name.
- Expedition number.
- Exact location- mark the location with an "X" on the map, use grid lines and give UTM coordinates.
- Time of the incident- how long has the condition persisted and whether there are intervals of occurrence.
- Exactly what happened?
- What is wrong- describe all the symptoms and conditions in detail; subjects temperature, respirations per minute, pulse rate are important.
- Level of consciousness (alert x 4: name, time, place, incident) verbally responsive, pain responsive, unresponsive.
- History of present illness- allergies, medication, previous illness, last meal or drink, events before illness.
- Pain- provokes, quality, radiation; location of pain and whether the pain has spread; severity of 1 to 10 scale; time and intervals of time.
- Treatment so far.

- Anything else that may seem important.
- Four people are required to go for help at a staffed camp. If one gets hurt on the way, another can stay to treat injuries, while the other two move on.
    - Every person should carry the 10 essentials: 1) map and compass, 2) sun and insect protection, 3) water, 4) raingear, 5) first aid kit, 6) lighter, 7) tell someone the itinerary, 8) extra food, 9)pocket knife, 10) watch.

Rangers! A crew emergency after you return to Base Camp may be the truest test of your skills as an outdoor educator. Meet the challenge! Make sure every participant knows how to find the nearest staff camp every day of their trek.

SECURING THE SCENE

Remember to secure everyone's safety before attempting to provide First Aid. Panic reactions can and often do lead to a more dangerous situation. Take a deep breath and be calm. People are either part of the problem or part of the solution. Remember the ABC's of first aid. In an emergency, it is always best to go through the ABC's first while providing first aid. Following the ABC's is systematic and reduces panic.

- Scene Safety
    - Is there still danger to rescuers and/or subject(s)?
    - How many subject(s) are there?
    - Lightning danger? Fire danger? Bear danger?
    - The number in the crew- is anyone missing?

- Airway
    - What might be blocking the airway?
    - Head position?
    - Allergies- bee sting, food reaction, asthma?

- Breathing
    - Look, listen and feel for breathing.
    - Look at the chest to see if it is rising and falling.
    - Listen, ear to mouth, for breath sounds.
    - Feel with your cheek to know if the subject is exhaling.
    - Do not worry about any other first aid until you know there is breathing.

- Circulation
    - Is there a pulse?
    - Is there bleeding?
    - Have everyone in the crew find the crew leader's carotid (neck) pulse.
    - Bleeding- direct pressure; elevation; pressure points; light tourniquet.

- Disability
    - Is there a neck or back injury? If you suspect a neck or back injury, DO NOT MOVE THE SUBJECT!
    - The only time you should move the head or neck is to open a **closed** airway.
    - What was the method of injury- what happened? How much? How far? Did they fall? Did they hit objects on the way down?

- Shock
    - Treat all injured/ill people for shock, because shock can kill.
    - If the face is pale, raise the tail (raise feet 12-18 inches).
    - If the face is red, raise the head (raise the head and shoulders 12-18 inches). These rules manage all of the types of shock.

CPR

- Determine consciousness.
- Open airway (head tilt), look, listen feel, give 2 rescue breaths.
- Check carotid pulse.
- Apply 30 compressions in 28-30 seconds.
- 2 full breaths in 3-4 seconds.
- Repeat cycle at 30:2 ratio.

- Stopped Breathing
  To determine if a person is breathing, look for the rise and fall of their chest and then listen with an ear to the subject's mouth and nose for indications of breathing. If breathing has stopped, an important factor for a successful resuscitation is the immediate opening of the airway. This may be accomplished by tilting the subject's forehead and applying a firm backwards pressure with the palm of your hand. Also, place the fingers of your other hand under the bony part of the lower jaw near the chin and lift to bring the chin forward and the teeth almost shut. If a neck injury is suspected, use the chin-lift without the head-tilt technique.

- Airway Obstruction
  An obstruction is present if there is resistance to air flow and a failure of the chest to raise during an attempt to administer artificial respiration. Signs of the presence of the obstruction also include bulging of the eyes, bluish color of the skin, and difficulty speaking.

  To open an airway a combination of manual abdominal thrusts and forefinger probe for foreign objects in the mouth may be used. If a foreign body is seen in the mouth, attempt to remove it with your fingers. If it cannot be seen,

manual abdominal thrusts may expel or dislodge the object so it can be removed with fingers. After 6-10 thrusts, reposition the head and attempt to ventilate the patient. If no air enters, repeat thrusting.

- Rescue Breathing
  If the subject does not promptly resume adequate, spontaneous breathing after the airway is opened, artificial respiration must be initiated. Use the chin-lift, head-tilt technique of placing one hand under the person's chin and lifting while resting the other hand on the forehead and pinching the nostrils. Take a deep breath, then open your mouth and place it firmly on the subject's mouth. Administer two initial breaths of 1 to 1 ½ second each. Take a breath after each ventilation. After delivering these breaths, check the carotid (neck) pulse. If a pulse is present, but the subject is not breathing on their own, one deep breath should be given every 5 seconds, or 12 breaths a minute. Remove your mouth between breaths so the person can exhale. Adequate breathing is monitored on every breath by watching for the rise and fall of the person's chest.

  Mouth-to-nose ventilation may be used if the person has facial injuries or a good seal cannot be formed around the mouth. In the mouth-to-nose method, tilt the head back with one hand on the forehead and with the other lift the jaw. Blow into the person's nose using your check to close off the mouth, or hold the mouth closed with the hand that is not on the subject's forehead.

  If vomiting occurs, stop ventilation and turn the person's entire body to the side, cleaning the mouth of vomit. Roll the person on their back and resume ventilation.

- Stopped Heart

The absence of the carotid pulse in the neck indicates a lack of blood flow and no heart beat. CPR should be administered if the rescuer is sure that no pulse exists.
First, it is important to realize that there are many risks involved with the performance of CPR. While complications may occur with even the best performances, careful attention to details of technique will minimize problems. The following is only a rough and brief outline and may serve as a reference. Proper training with certified instructors is essential. CPR cannot be self-taught. Nevertheless, in the absence of such training, the following provides useful general guidelines.

The subject should be on a firm surface. Kneel close to the side of the subject, placing one hand over the other, and on the lower half of the sternum. Your hand should be on the sternum and approximately 2 inches above the xiphoid process. Pressure on the sternum compresses the heart against the spinal column, forcing the blood out of the heart and providing circulation. For adults, the depth of compression is 1 ½ to 2 inches. The compressions must be regular, smooth and uninterrupted. Relaxation must immediately follow compression and be of equal duration (50% of the cycle should be compression and 50% of the cycle should be relaxation). For the proper hand position, the heel of the hand must remain in contact with the sternum; however all pressure is released on the upstroke to allow maximum refilling of the heart.

If a single-person rescue, a 30:2 ratio is performed. The rate for the single-person rescue is 100 compressions per minute (faster than once per second) to allow time for the ventilation.

CPR should not be stopped for over 5 seconds and should be continued until the subject is transferred to trained medical care (the arrival of the PhilSAR team and doctors).

The carotid pulse should be checked for 5 seconds after the first minute of CPR and every few minutes thereafter to review the effectiveness of CPR and the status of the person. If the pulse is absent, resume CPR with 2 ventilations followed by compressions.

Once breathing has been restored in any resuscitation effort, place the subject in a comfortable position, usually on the side with the head and shoulder slightly elevated. Treat for shock during and after the respiratory emergency.
Remember CPR is not begun until it is ascertained that the patient does not show evidence of breathing or have a pulse. The sooner CPR is initiated, the greater the chances of survival and the less chance of brain damage. Many rescue attempts will be unsuccessful, but the alternative to not perform CPR, if needed, is certain death.

All other cases can wait for a few moments until proper treatment may be determined. Whenever possible, wait for the arrival of a medic or PhilSAR team. Moving an injured person may cause further harm. Remember that any treatment you provide may have to be undone at the Health Lodge at great pain to the patient.

- Always remember, your attitude is of the utmost importance in dealing with a subject in a medical emergency. Your attitude will be transmitted to the subjects and, if positive, will serve to relieve the person's anxieties. Relaxation of the victim may ease respiration, slow any serious bleeding, reduce pain, and decrease the element of shock.

HEAT INJURIES

Blisters

Symptoms: "Hot Spots" on feet, tenderness, localized pain.
Prevention: Prevention is everything. Place rounded moleskin or molefoam on hot spots before they become blisters. Wear two pairs of socks. Replace and wash socks when they become wet or soiled, particularly liner socks. Remove all socks and dry them each night by placing them in your sleeping bag over your legs. This technique allows your feet to dry out as well. Modify prevention techniques if you wish, but continue using prevention techniques even after blisters occur.
Treatment: Place non-adhesive gauze or medical tape over the clean and dry blister. Doing so prevents the blister from being torn when the moleskin comes off. Cut moleskin or molefoam like a donut and center the blister inside the hole. Use tincture of benzoin to help stick better. Moleskin is preferred over molefoam because it allows skin to breath. Adhesive tape may be used to cover the moleskin in different places. Puncture blister only when it becomes too large to effectively cover. If the blister must be popped, puncture from the bottom with a sterilized needle.

Burns

Treatment: Treat a burn as a break in the effectiveness of the skin to fight infection. Irrigate with cool water. If necessary irrigate with fresh water followed by irrigating with purified water. **Do not pop blisters.** Cover the area with a dry, sterile dressing. Treat for shock. Call Health Lodge if the burn is on the face, will be under the load of the pack, or if there are any other concerns.

Sunburn

Symptoms: Reddish skin, burns, blisters, swelling or puffiness of extremities, fever.
Prevention: Apply sun screen in the early morning for maximum prevention and minimum smellable risk; wear a brimmed hat.
Treatment: Cool the skin; cover exposed areas; treat burns and for shock.

Chapped Lips

Treatment: Encourage the subject to consume plenty of liquids before the use of lip balm.

Dehydration

Symptoms: Headache; fatigue; irritability; chapped lips; nose bleed; dark urine.
Treatment: Drink half strength Gatorade, then ½ quart every half hour.

Altitude Sickness

Symptoms: Headache, nausea, insomnia, loss of appetite, irritability, fatigue.
Treatment: Reduced activity, rest, hydration, proper nutrition. Call Health Lodge if symptoms persist for more than 24 hours. Remember that altitude sickness can afflict seasoned athletes.

Headache

Almost all headaches at Philmont result from dehydration. Give aspirin or Ibuprofen only after the patient is "Clear and Copious."

Nosebleed

Treatment: Use direct pressure- pinching the nose on the bridge where the bone meets the cartilage; head forward.

Heat Exhaustion

Prevention: Drink plenty of fluids; use sun screen; clothing and hat for protection.
Symptoms: Cold clammy skin; rapid pulse; fatigue; irritability.
Treatment: Water; rest in the shade; slower pace; lighten the pack load; balanced nutrition; rest.

Heat Stroke

Symptoms: Hot dry skin; rapid and strong, then weak pulse; loss of consciousness.
Treatment: Immediate cooling of skin with water. Do not attempt to pour water into the mouth of an unconscious subject as this might clog the airway. Do not place the subject in a creek, doing so risks shivering and the mammalian response.

COLD INJURIES

Hypothermia

Prevention: Dry clothing, no exposed skin in cold temperatures
Symptoms: Shivering; loss of fine muscle control; lethargy. If the patient(s) becomes irrational or loses consciousness, cardiac arrhythmias are possible. Remember: **mumble, fumble, stumble, tumble, coma.** Altered level of consciousness; cyanosis (skin is blue); shivering may stop in severe hypothermia.
Treatment: Dry clothing; warm liquids; high calories. If patient loses consciousness or becomes irrational, alert Health Lodge immediately.

TRAUMA

Sprains, Strains, and Fractures

Symptoms: Pain; tenderness; numbness; swelling; discoloration; or deformity.
Treatment: If and only if muscle spasms set in, immobilize the limb by tying it to another part of the body. Do not transport or splint the subject unless absolutely necessary or if advised by Health Lodge.
For ankles, do not take off the boot or shoe unless the toes lose sensation. Have the patient carefully try to walk, treat the injury as a fracture. If you are not sure whether or not the injury is a fracture, suspect a fracture and treat it that way.
RICE: Rest, Ice, Compression, Elevation. Ice is sometimes available in the form of hail. Plastic bags filled with hail have proven highly effective. Also wetting a bandana and whipping it in the air, will bring it to Dew Point temperature and be cool.

Eye Injuries

Treatment: Irrigate with cool purified water. Do not rub or attempt to wipe eyes. If the cornea or sclera is punctured, do not remove the object. Cover both eyes, leave someone with the patient at all times and call the Health Lodge.

Bites and Stings

Rattlesnake: The bite may not appear as two fang marks. It may be a single puncture wound, bruise or scratch. Eighty-five to ninety percent of Rattlesnake bites have no envenomation. For this reason, it is not advisable to make incisions in hopes of removing venom.

Treat patient for shock. If you do nothing else, this is sufficient. A lymph constrictor may be placed between the wound and the heart. It would allow for a pulse to be felt on the end of the extremity. Wait to see if a small knot-like swelling appears. When in doubt, call the Health Lodge.

Insect: Immediately remove the stinger, if necessary, by gently scraping it off with a card or knife blade. Treat with cool purified water and wash with soap. If an allergy sets in, call Health Lodge (see anaphylaxis in cardio-respiratory section). Make sure that those with allergies carry their anaphylaxis kits with them at all times. Make sure that several people in the crew know how to use the anaphylaxis kit.

Arachnid: Spider and scorpion bites and stings should be treated for infection and swelling. Watch for signs of anaphylaxis.

Mammals: Treat bites for infection and triple check to make sure the patients has had a tetanus shot in the last ten years.
Do not try to kill the animal that bit the person. Rather, identify the species if possible. If you think there is a chance of rabies, call the Health Lodge.

Severe Bleeding

Treatment: Apply direct pressure by any means. Pad your hand with a sterile compress, a t-shirt, or your bare hand- but stop the bleeding! Elevate the extremity. Use a tourniquet only on a severed limb. Use pressure points and constriction bands when direct pressure is not effective.

ABDOMINAL

Constipation

Prevention: Again, prevention is important. Clear and copious urination prevents constipation. Once constipation sets in and causes acute abdominal pain, its can be difficult for the Health Lodge to decide if surgery may be necessary. So, prevention by consistent fluid intake is important.

Diarrhea

Prevention: Sound techniques of water treatment are essential to the prevention of diarrhea. If diarrhea does happen, maintaining hydration becomes even more important.

Nausea/Vomiting

Treatment: If there is no abdominal pain, recent injury or fever, have the subject reestablish clear and copious urination. Document any vomiting.

Gynecological

Symptoms: Symptoms include cramps, discomfort, abnormal bleeding and irritability. These occurrences do not necessarily decrease backpacking activities.

Prevention: Call the Health Lodge if the pattern of bleeding is irregular.

Treatment: Pregnancy is possible, if fever is present or if the pain is in the subject's lower right abdominal quadrant. Otherwise, try to increase water, iron, potassium, calcium and electrolyte intake before using Ibuprofen or Tylenol; particularly if menstruation is present. Raisins, banana chips, cheese, milk and Gatorade® are good sources of

these nutrients found in the trail meals. Water and iron can reduce the likelihood of painful clotting at high altitudes. Hand warmers placed over the aching muscle areas of the back, work well because they help circulation.

Abdominal Pain

Symptoms: Pain in the abdomen resulting from illness or injury may be temporary and harmless, or serious and dangerous.

Treatment: Call Health Lodge if:

- Pain has persisted for six hours or longer.
- Pain is specific to one or more spots, rather than a dull aching.
- Pain is described as burning, stinging, or stabbing.
- Blood appears in vomit (coffee grounds), stool (black tar), or urine (red colored).
- Fever is present

CARDIO RESPIRATORY

Cardiac Trouble

Symptoms: Prolonged (longer than ten minutes), oppressive pain or unusual discomfort appears in the center of the chest, behind the sternum. The pain may radiate to the shoulders, arms, neck or jaw. The pain normally, but not always, occurs on the subject's left side. The pain and discomfort are often accompanied by sweating, numbness, nausea, vomiting or shortness of breath. The pain experienced is likened to a steel band being tightened around the chest; someone squeezing the heart with a fist; pressure or a heavy weight being placed on the chest.

Treatment: Treat for shock, and call the Health Lodge. If the heart has stopped, use CPR.

Stroke

Symptoms: Paralysis, sudden headache, rapid loss of consciousness or convulsions.
Treatment: Maintain an open airway. Treat for shock, keeping the paralyzed side down. Call the Health Lodge.

Asthma

Symptoms: Shortness of breath, labored breathing or wheezing.
Treatment: Reduce exertion. Use the inhaler, more than once if necessary. Be prepared to institute CPR.

Hyperventilation

Treatment: One very effective method is to sit the subject down and have them breath into a cloth stuff sack. Calm the person down in a reassuring manner that will reduce the feeling of panic.

DIABETES

Insulin Shock (Need of Sugar)

Symptoms: Rapid onset, hunger, pale moist skin, normal or rapid breathing, normal or rapid pulse, headache, irritability, lack of urination, seizure or coma.
Treatment: Gatorade®, candy or hot cocoa. Maintain airway. Response to treatment is immediate.

Diabetic Coma (Need of Insulin)

Symptoms: Gradual onset, warm dry skin, intense thirst, lack of hunger, vomiting, sweet fruity odor on breath, rapid

weak pulse, urination, restlessness merging into a coma.

Treatment: Gradual insulin injection administered by a qualified care giver.
Response to treatment takes between six to twelve hours following medication and fluids.
If there is any doubt about how to provide care for a diabetic reaction, give sugar and call the Health Lodge.

ANAPHYLAXIS

Cause: Sting, bite, or other allergic reaction.
Symptoms: Skin is flushed, itching, burning, hives and swelling. Breathing is difficult, tightness or pain in the chest with irritating, persistent cough. Development of weakened pulse.
Treatment: Because the difference between a mild and a severe reaction may take time to ascertain. The crew must be prepared for a reaction at all times. Assist the subject in using their Anakit® or Epi-Pen®. Call the Health Lodge.

EPILEPSY

Treatment: If a subject has a seizure, try to minimize the possibility of injury. Monitor the airway and place no objects whatsoever in the mouth of the subject. The subject is likely to wake up highly embarrassed. Take these realities into account.

SMELLABLE AND FIRST AID

The only items found in the first aid kits that should not go in the bear bags are: **anaphylaxis kits, asthma inhalers, insulin and any other medication that may be needed quickly.** These items should be kept with their owners at all times and set in the boot, near or in the owner's tent overnight.

PHILSAR OPERATIONS

PhilSAR is an acronym for Philmont Search and Rescue. PhilsSAR exists to handle emergencies in the backcountry. Any operations that require hiking to reach the subject is considered a PhilSAR.

Selection

- Rangers may be asked to serve in emergency situations by the Chief Ranger, Associate Chief Ranger, or another member of the Ranger leadership.
- If the Rangers feel ill, have work assignments, or have work assignments pending, they should not volunteer for PhilSAR assignments.
- Remember, providing service to the crews is the foremost responsibility of all Rangers.

Personal Equipment and Clothing

- For all PhilSAR duty, Rangers should wear the following:
  - Long- sleeved shirt
  - Long pants
  - Lug-soled boots
  - Brimmed hat
  - Cotton/wool socks

- For all PhilSAR duty, Rangers should carry the following in a day pack:
  - Bandana
  - Water bottle and purifier
  - Raingear
  - Sun Screen
  - Gloves (issued)
  - Flashlight or headlamp (extra batteries)
  - Trail/snack food
  - Map and compass

Selected Policies

A complete list of PhilSAR policies can be found in the *PhilSAR Manual*. Be aware of all of them. Some particularly important policies are:

- All PhilSAR members are expected to be prepared and ready to respond quickly to any alert.
- PhilSAR equipment and supplies are to be used for PhilSAR operations only.
- No PhilSAR member will participate in any facet of an operation while under the influence of alcohol or drugs.
- Safety is stressed during all PhilSAR operations.
- Only the person acting as the Philmont Public Relations Officer is to discuss anything pertinent to an ongoing PhilSAR.
- All equipment used during a PhilSAR must be immediately returned to the PhilSAR room following a mission.
- All field PhilSAR personnel must be physically fit to be able to tolerate long hours of strenuous activity during field operations.
- Jealously, boasting, or abrasiveness accomplish nothing and will not be tolerated in PhilSAR operations.
- Do not discuss any PhilSAR operations with participants.

Phases of a PhilSAR

- **Health Lodge and Camping Headquarters are notified.** A crew goes though emergency procedures and reaches a backcountry camp. The camp staff will radio Health Lodge and Base (Logistics Radio room).
- **Health Lodge is sent to the site.** A decision is made to send a medic to the site. The RITO (Ranger in the office) is notified and will go to the Health Lodge. The RITO will then ride with the medic and guide them to the backcountry site. The Operations Chief and Ops Leader are paged and go to the radio room.
- **Decision is made to use a PhilSAR team.** The Incident Commander, Operations Chief and Health Lodge determine if a team is necessary. If so, the Operations Chief will notify the Ops Leader and Team Leader to assemble a team.
- **Team is assembled.** The Ops Leader will go to the PhilSAR room to prepare equipment. The Team Leader will find seven people to make up the rest of the team. They will be told to go change, gather personal gear and told where to go. Usually this is the PhilSAR room. Depending on the type of incident, a PhilSAR team may leave immediately after the Health Lodge vehicle, or may wait until the medic reaches the site and determines whether a team is needed. For this reason, PhilSAR teams can be assembled and put on standby, waiting to go if needed.
- **Team is briefed and departs CHQ.** The Ops Leader, Team Leader, and team members will assemble and be briefed on the situation. Equipment will be checked out under the supervision of the Ops Leader. The equipment and personal gear will be loaded and the team will depart Base.
- **Team travels to the site.** The Ops Leader will drive the team as close to the site as possible. The team will unload and hike the rest of the way to the site. Speed is important but the safety of the team should never be compromised. It is important to arrive in good condition and feeling well.

- **Team arrives at the site and prepares to begin the litter carry.** The team will arrive at the site. The team will stop at a distance from the subject and assemble the Stokes litter under the direction of the Team Leader. The Health Lodge medic will supervise the loading of the patient. The Team Leader will direct team members to their positions along the litter. Usually there are six persons carrying at one time, but this number can vary.
- **Transport begins.** The team members who are carrying should follow the instructions of the Ops Leader or Team Leader, who will be walking in front of the litter. Team members who are not carrying should scout and clear the path of obstacles, and act as spotters on steep terrain. **Anyone needing a rest or substitute should call for one immediately.** The safety of the team and the subject is paramount.
- **Transport is completed.** The subject will usually be carried to a Health Lodge vehicle for evacuation out of the backcountry. When the carry has been completed, the team will disassemble the litter, load all equipment and return to Base.
- **Team return to CHQ and conducts a debrief.** After returning to CHQ, equipment will be checked in under the direction of the Ops Leader. The team will be debriefed by the Ops Leader and Team Leader and fill out a debrief form. Following the debrief session, the PhilSAR mission is completed.

10-70 Team

The 10-70 team is a special fire and emergency response team that has been organized to handle large scale fire and emergency operations. The Ranger Leadership are key players and will coordinate the operations phase of any plan. Rangers may be given assignments to facilitate the safety and care of participants.

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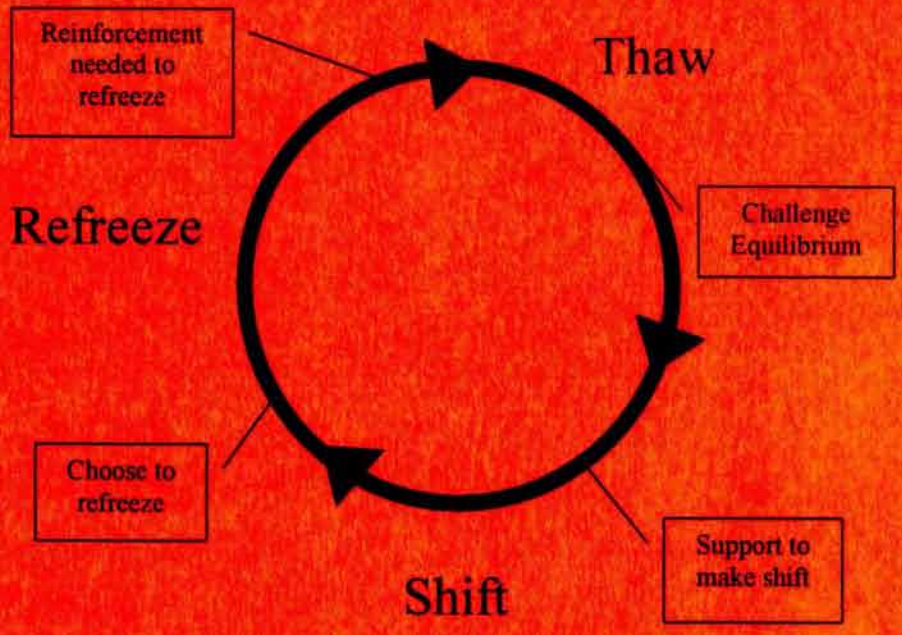
OUTDOOR EDUCATION PHILOSOPHY

Outdoor education relies on experiential learning. Participants learn from doing rather than traditional lectures. Learning goes through a series of stages, thaw-shift-refreeze, which develop the information through each repetition. This model assumes that we each have a developed set of behaviors and attitudes. The general process of personal change is shown in the figure below.



The wilderness provides an excellent classroom for this type of development. An outdoor environment, in a small group setting provides an immediate and simplified environment. This process is the basis for experiential learning. The experiences that one has shape the decisions they will make. Challenges that develop form the need to thaw and shift ones paradigm. If the decisions make worthwhile changes, then the individual will freeze the new information and experiences into their judgment. As a Ranger, you help facilitate this process as the crew adjusts to the Philmont backcountry.

TEACHING TECHNIQUES

As a Ranger, each crew you encounter will be receptive in different ways. Thus, you will have to adapt your teaching style to best fit the individual crew. No single best teaching style exists. The most effective teaching style is the one that is adapted to meet the needs of each individual crew.

The Importance of Technique

- Personality makes a lesson stick; nothing has to be just a lesson, it can be a scenario.
- The information is important, but the way you say something, is going to stay with crews longer than what you say.
- TEACHING IS NOT TELLING. We need to facilitate learning, not to force.

The "Need-to-Know" Style

- Teach things as they come. Use teachable moments throughout your time with your crew. For example, when you come to a stream, talk about streams; when you encounter a storm, talk about lightning. This regulates the way information is processed by the crew.
- Ask the crew to figure things out. If we just say "this is because of this..." then the information is stored into short-term memory and easily forgotten. If the crew members figure things out for themselves, then they will retain the information much better.

Using Teachable Moments

- The most obvious teachable moments that arise come in the form of questions. Many of the greatest opportunities to get across intangible concepts can be hidden in the form of a question.

For example, "what is a sump? Is it where we dump our water? To concentrate odors? To reduce impact? To see to it that our presence in the Philmont backcountry is as difficult to detect as possible?" Start with the cold facts, and then utilize the "why" to facilitate those intangible concepts.

- Remember the mind of a teenager focuses more easily on the tangible than the intangible. So use examples and give "whys."
  Imagine the impact of two different answers to the same question, "Why should I put my smellables in the bear bags?" (1) "Because they attract bears." (2) "Because they attract bears and many of our bear incidents (some of which included injuries to humans) have been the result of carelessness with smellables." Beware of the "if I can't see it, it's not there" mentality. The solid fact that people have been injured by bears at Philmont will facilitate the overall concept that bears are a danger to be taken seriously.

A Sample Teaching Method

- Plan the teachable moment ahead of time; make sure all necessary items are present.
- Discover the teachable moment.
- Present the moment using "whys."
- Get everyone involved.
- Review what was discussed and why.

Attention Keeping

- Make it interesting.
- Be ENTHUSIASTIC! The most effective way to hold attention is to politely project the attitude that what you have to say is the most important thing in the world.
- Vary your teaching technique- try new things.
- Keep it brief. No longer than thirty minutes without a change of pace.

- Timing. If the crew is tired, their attention span will dissipate rapidly. Also, watch tact. First Aid during dinner can be inappropriate.
- Use eye contact.
- If a crew member is not paying attention, diplomatically ask them a question. "So what do you think Tim?" Tim will either be flattered, brought into line, or embarrassed because he has no clue what you were talking about.

Verbal and Non-Verbal Communication

- Remember: 35% of all communication is verbal, 65% is non-verbal.
- When one examines how much another person actually believes what is said, it is found verbal (what is said) account for 7% of what is believed. Vocal messages (the way it is said) account for 38%; and visual messages (what the person sees) accounts for 55%. In other words SHOW and tell. For example, do you really act happy in the rain? Do they buy it? Do you lamely say, "It isn't so bad," or do you ENTHUSIASTICALLY portray the part of the one person in the universe who honestly loves rain? Puddle jumping works, for instance.

Tone

- Read a poem to yourself two different ways. Once with flavor, once with apathy. For example, crews may not remember what you said or what you read during Wilderness Pledge, but they will remember the tone you took. They will remember that it meant a lot to you.
- Reproaching. Think to yourself, do you like to hear "Don't put it there, dork! What did I say? Gees!" or "Let's see, let's not put it over there, it'll probably work best over here." Save your sternness for the rare occasion when you might really need it, when safety is an issue. Never raise

your voice unless it is an absolute must, when something dangerous must stop now.

The Authority/Friend Line

- A technique to use in any leadership position: GET TO KNOW YOUR CREWS! Be their friend. Do program with them. If you know them and who they are, they will respect you and be easier to deal with.
- The important thing to keep in mind is while maintaining the "friend" aspect; don't loose the "authority" part. It must be there. It's a fine line to walk, but by walking it, you can facilitate excellent rapport.

Do's and Don'ts

Do...

- Use all available resources- this book, other materials, fellow rangers and leadership for help with the teaching technique.
- Facilitate.
- Listen.
- Be positive.
- Ask and explain "why."
- Use the Ranger Circle.
- Go by the rule, "The most stupid question is the one that doesn't get asked."
- Be flexible.
- Be patient.

Don'ts...

- Be mundane.
- Be afraid of your personality. Go ahead and throw yourself into it, your personality is what makes it click!

Relating to Crews

It is vital to the Ranger's and crew's success that the Ranger effectively works with each crew. You must be able to improve the Crew Leader's ability and maintain the advisor's position with the crew. Special situation arise and must be handled with consideration.

The Ranger needs to learn each crew member's name as quickly as possible. This shows a genuine interest in the crew. Participation with the crew from the beginning helps promote your authority with crew.

Allow the crew to make mistakes, safely. This will help build reliance on other members of the crew. Do not allow participants to assign blame. Help the crew to bond and work together to solve their problems.

Crew Leader Development

The Crew Leader is a key person for a successful Philmont expedition. The Crew Leader is responsible for organizing the crew, assigning duties and making decisions. Ideally, the Crew Leader discusses ideas and alternatives with the entire crew to hear everyone and arrive at a consensus before taking action.

The Crew Leader provides leadership for:

- Making itinerary selections based upon the desires and physical capabilities of the crew.
- Choosing routes during the trek based upon the capability of the crew.
- Setting up camp.
- Establishing a duty roster.
- Seeing that "smellables" are properly stored and other precautions are followed to avoid encounters with bears and other wildlife.
- Ensuring the Philmont Wilderness Pledge is upheld and that every campsite and fire pit is left clean.

Upon arrival at Philmont, each Crew Leader is given a backpack tag listing the duties, leadership techniques, as well as, a simple

explanation of expedition behavior. The Crew Leaders will be trained on all of these subjects during the Crew Leader's Meeting, but it is the task of each Ranger to ensure that these subjects are followed through.

The Crew Leader leads the crew, not the advisors. Promoting the Crew Leaders authority among the crew is imperative. Difficulty completing this task varies depending on how the Crew Leader was selected. The method in which the Crew Leader obtains authority determines their influence. Leader come into a position of authority in four ways: inherited, appointed, elected or emerged.

One should be able to determine which person is the Crew Leader. If the Crew Leader is not very strong, then the Ranger will be working with that person in more one-on-one situations than other individuals. If the Crew Leader is strong, then they will take charge and lead the crew without any direction. The following will help facilitate Crew Leader development:

- Have the Crew Leader introduce you to the crew at the Welcome Center. Do not introduce yourself. This puts the Crew Leader in the liaison role between you and the rest of your crew.
- Tell all the base camp procedures only to the Crew Leader. The crew can then ask the Crew Leader questions about base camp. Cheat sheets or base camp procedure cards may be referenced by the Crew Leader to answer questions or navigate base camp.
- Teach the Crew Leader emergency procedures, first aid and trail etiquette. This allows the Crew Leader to be in a position of authority via knowledge.
- Let the Crew Leader facilitate the debriefing session on the second night. Remind them to do Thorns and Roses, general discussion about the day, and to talk about the next day's activities.
- Have the Crew Leader be an integral part of what you do with the crew. Use the Crew Leader as your partner during Ranger training. Have the Crew Leader lead initiative games to facilitate crew bonding.

- Talk to the Crew Leader and advisors after opening campfire. Discuss what their roles on the trek are and how they are to interact with the crew. Ask the Crew Leader to explain what they expect of you.
- Discuss leadership styles and group dynamics with the crew. Informing them about leadership and followership will help the Crew Leader's authority. Remind the crew members that they are leaders also; they lead by example.
- Have the Crew Leader complete the duty roster with the crew. Inform the Crew Leader to rotate crew members through each job. Discuss with the Crew Leader a good rotation and to be involved with the tasks. Do not forget the crew members need some days with rest.
- Discuss some goals with the Crew Leader. Have the Crew Leader talk to the crew about setting goals for the expedition.

Working with Advisors

Advisors are key in helping the crew have a positive Philmont experience. They are also here to provide two-deep leadership for the crew, as per BSA policy. You should let the advisors know they have four responsibilities at Philmont, in order of importance:

- Crew Safety.
- Help settle crew disputes.
- Communicate with and positively support the Crew Leader.
- Motivate the crew and Crew Leader.

While working with the advisors, you need to earn their trust, friendship and respect. Informing the advisors of what is going to happen ahead of time, will show that you respect them. If they know what is going to happen, they can help motivate the crew. Take advisors' input, but remember that you as the Ranger know the proper guidelines and procedures. Talk to them about their profession and other interests.

Occasionally advisors can be problematic. At Philmont, many of these problems stem from advisors with previous Philmont experience. They are uncertain of the new policies and do not want

to change. Quoting BSA regulations and Philmont procedures can help calm the situation. Describing in detail the reasons for our camping techniques will help sell our style to the advisors.
If the advisor is hostile, always remain calm. Attempt to calm them. Do not provoke a conflict. There are many resources here, so please use them. **Remember, Ranger Trainers, ACR's, the Chief Ranger, Camp Directors, Chaplains and Back Country Managers are here to help.**

- Get to know them. Ask about their professions, their Scout troop and how they organize it, or sports and hobbies.
- Use tact and diplomacy with the advisors. This will come with experience, and help you work with the advisors.
- Explain the *whys* of Philmont procedures. This will help the advisors and the crew understand the importance of our methods.
- Never raise your voice. You are the professional; do not lower yourself to their irate, immature level. They are in your house, do not let them win.
- Use all your resources with very difficult advisors; Ranger leadership, Back Country Managers, and Chaplains.

Relating to Crews

Playing initiative games helps promote bonding. Talk about their hobbies, sports, and previous Philmont experience. Have the crew introduce themselves to you in a formal setting. Let each individual talk for about five to seven minutes; you can talk longer when you introduce yourself. Listen to what they have to say. This will build trust and respect. Find out what they know, use them during teaching as resources. This helps promote crew interdependence.

Remember, be yourself! Throw in your personality. When you are just starting out as a Ranger, you will just regurgitate what you've learned. When you take what you've learned and throw in your own uniqueness, then IT is happening. Individual style makes the Ranger.

GENDER ISSUES

Most crews respect people as people and are not blatantly sexist. Some crews, for various reasons, do require some tone setting when it comes to dealing with female staff. They may try to make female Rangers prove themselves, or even put forth totally inappropriate comments. The first thing to remember is that NO ONE has to tolerate sexual harassment. Ranger leadership and Philmont Administration are there and willing to help and support one hundred percent.

Rangers can talk with all crews about treating everyone as equals. It is not necessary to discuss sexism with all crews; most could just use a general discussion about respect for others. For those crews that need to be talked to specifically, it is best to stress professionalism, so that all people understand that anyone who is hired and trained at Philmont is just as qualified and has the same general knowledge as anyone else on staff.

Any inappropriate comments about women should be addressed quickly and with decorum. Remarks can escalate and become damaging. A Ranger should show support for all other Rangers and staff, and show how they all trust and have confidence in each other.

Although Ranger leadership is prepared to step in and help in any difficult situation, often female Rangers would like to solve the problem themselves. Other female Rangers are certainly a source for advice. A good way to work with a crew in regard to sexism is to use the "Thorns and Roses" session at night, and explain how one of the "thorns" is the crew's apparent lack of respect for females.

Philmont and the Ranger leadership stand by their staff. Philmont is prepared to remove crews from the property if conduct on the part of the crew becomes repeatedly unacceptable. Crews, however, should not be bombarded with this threat. Philmont is not prone to unusual amounts of sexism, and conduct of this sort is rare.

GROUP DYNAMICS

As a Ranger, you need to be aware of the following points and need to facilitate them within your crew. Discuss this process with the Crew Leader and the advisors, so that when you leave them, they can continue the work you start.

Seven Leadership Practices the Enhance Group Dynamics

- Set the tone early in the expedition; eliminate negative behavior.
- Effective communication.
- Use the decision making process.
- Use conflict resolution techniques.
- Explanation of group dynamics and behavior.
- Appropriate leadership style for group behavior.
- Promoting group maintenance of relationships.

Stages of Group Dynamics and Development

Throughout a crews' trek, they will need to undergo the following phases in order to have a successful and growth filled experience at Philmont.

The Honeymoon Stage

- This stage is characterized by discomforts, concerns and doubts participants experience when they first arrive at Philmont.

  There are two main objectives to pursue during the first twenty-four hours with your crew. First, ensure that the members of the crew get to know each other reasonably well. Even though the group may have been acquainted for years, this does not mean they know each other. Because of the duration and intensity of the time they will spend together, the group needs to understand exactly what kind of personalities they are dealing with. We are going to use an activity, one that is good to use with your crews, to help explain this process.

  There are five areas of a person's personality to consider; name, age, experience, emotion and character traits. These are things to know about a person in order to come to a better understanding of the type of people you are working with. You may adjust these areas as your experience gives you greater insight.

  The activity runs like this, you give the crew a theme (one of the five areas of personality above), and then have them form a line. Each person's place in the line is decided according to where they fit within the group, relative to the theme. For example, name and age are relatively simple; they can be done first to get the group in the groove. Next, have them move onto something more revealing. For instance, say, "Alright everybody, organize yourselves, from most to least, according to how much you want to be at Philmont." This accomplishes three things, it gets them communicating, it gets them working together, and it lets you see who is really excited to be here at Philmont, who is not really excited about the size of the mountains they are looking at. You can then move onto, "Okay, who thinks they're pretty headstrong (stubborn) and who's the most flexible?" or "Who's seen a bear in the wild before?" There's all kinds of information you can get the crew to share with you, and with themselves. Don't limit yourself to just this activity though. There are many other activities in which people's awareness of each other is increased. Any activity that causes people to communicate and work together is good, especially when it reveals personality traits.

  Second, so that the new group is not intimidated or confused, they must be at ease with their new physical setting. What may be first and foremost on the minds of the participants when they arrive at Philmont, is the physical experience they are about to go through. You will want to put them at ease as much as possible so that then can concentrate on the emotional development of themselves

and their group. Make sure they are comfortable in the days to come. Shakedown will be the next opportunity you have to work on this aspect. A person's equipment is directly related to the physical side of their trek. Take time to familiarize crew members with upcoming physical challenges. Each person needs to understand how their map and compass work, so they can see where they are and how much further they have to go. Not knowing breeds confusion and disappointment.

The Building Block Stage

- This stage is characterized by the end of the second day, the crew needs to have discussed their expectations for the trek. The expectations a person brings to Philmont are not always appropriate. It is important for you, as a Ranger, to help people understand what the experience will be about. By analyzing the interests and expectations of the crew members, the group can plan its goals. Goals should be attainable, make sense, and be understood by everyone. The Philmont trek can be enlightening and formative for each individual. Without this developmental step, a crew member's emotional growth may be limited.

  Crew members should share in determining how the group will make a decision because people tend to support what they help create. Consensus is a healthy way for groups to make decisions. When a decision is made by consensus, the issues involved are discussed and explored until the group reaches agreement among all its members as to the next steps for action.

  Everyone's opinion and point of view are aired, examined, and considered. A decision is then reached which all group members can support. They have contributed to the decision and are more satisfied with it than if they were limited to any one of the alternatives.
  Use these words of wisdom to guide you as you deal with the crew members. Share these with your crew leader to help him or her learn to deal with people:
  - Never, ever embarrass anyone.

  - Speak softer when upset; not louder.
  - Keep your language at a level everyone can understand.
  - If you are wrong, admit it.
  - The mind can absorb only what the seat can endure.
  - Show a sense of humor.
  - Play no favorites.
  - Participate in all activities- **remember you are at work.**
  - Don't act as if you know all the answers.
  - Praise good work.
  - Keep an open mind.
  - Lead by example.
  - Encourage participation.
  - Repetition is the mother of learning.

The Conflict Stage

- This stage is characterized where conflict first arises and participants begin to question authority and work through their interpersonal differences. All groups of people have problems living and working together, especially when they are as dependent upon each other and are as physically challenged as they are at Philmont. The success of their trek depends on their ability to work through these problems. The ability to use problem solving methods in a group, and as an individual, will serve them well in years to come. Here are some steps to basic problem solving:
  - What is the real problem? Is it with an individual or the whole group?
  - What are some possible reasons it exists or happens? Try to separate fact from emotions. Explore all possible reasons for the situation.
  - What are possible solutions? Think of as many possible solutions as you can. Encourage action that involves personal responsibility, not just ideas about what other people should do.
  - What are the possible consequences? Consider the consequences of each possible solution.

- Agree on a solution. If the solution does not work, re-examine the problem and repeat the steps.
- It's ok to agree to disagree. There is not a solution for every problem.

When you need to give "advice" to an individual whose behavior is less than acceptable, use the "sandwich technique." Offer the person a compliment, make a suggestion, and follow-up with another compliment. For example, you might say to the overbearing advisor, "Mr. Smith, you certainly have a wealth of information which needs to be shard. People learn through action though, and unless you allow these young people to think and act for themselves, they won't gain a total understanding of their experience. I believe if you share you total knowledge through the Crew Leader, the crew will have the best of both worlds. I know you have the crew's best interest at heart."

The Eureka! Stage

- This stage is characterized when all participants understand each other and are highly motivated to complete tasks and maintain the relationships between themselves. Things are coming together. The crew understands one another, knows where they are going, and knows how to get there. Don't stop now though, without these last steps their goals and optimum development may not be realized.
- Everyday the crew needs to evaluate their progress. Use "Thorns and Roses" to encourage crew members to communicate their feelings about the days activities and the crew's behavior. It encourages group members to open themselves to others, promoting group bonding. The participants also get to hear viewpoints from other members. Thorns and Roses should be conducted each evening.
- When initiating Thorns and Roses, give some guidelines to follow as well as suggestions on how to communicate their individual feelings. All participants need to sit in a circle,

with the advisors dispersed throughout the group. It is important that each participant speaks without interruption. Everyone needs to understand and respect that this is neutral time for each person to speak.

- Have each participant say their THORN(s)- what they disliked about the day; ROSE(s)- what they liked about the day, success, etc; BUD(s)- what they are looking forward to. Personal attacks are not allowed; however, participants can express how they feel regarding another's actions. This is a debriefing time, talk about how effective solutions were and what other alternatives could have been tried. Because of the changing nature of a Philmont experience the crew's goals may need an adjustment.
- Encourage the Chaplain Aide to acknowledge the different stages that the crew may be going through. He/she can help to develop the crew dynamic in a positive way. The Chplain Aide can also be encouraged to do a daily devotional using their preferred religious material or the *Eagles Soaring High* booklet provided by Philmont. This along with Thorns and Roses can help prevent crew conflicts.
- Give generous positive feedback to all crew members. Individuals need to be recognized for their contribution to the success of the whole group.

INITIATIVE GAMES

Initiative games are used to facilitate group dynamics, bonding and entertaining times. These games are used to promote communication between crew members. Team building activities help participants get to know one another better. Once you develop a team feeling within the group, tension is reduced and support for one another is generated.

Also remember to stress *challenge by choice*. It is important for the crew to know that they have the choice not to participate. Debrief between each game to get the crew's reaction and feedback and have them begin discussing their dynamics. Not all games are for each crew; these are only suggestions. Know the level of maturity of each crew and their particular needs when it comes to group dynamics. Most importantly have fun!!

Personal Introductions

- Each crew member spends 5-10 minutes talking about themselves. This can include where they are from, information about their family, what is important to them, what they hope to do in the future, why they came to Philmont, etc. There are many different questions that can be posed based upon the individual crew.

Toss-A-Name

- Standing in a circle and using various soft objects, have each member of the crew state their name and pass the object onto the next person. Increase the difficulty by tossing the object across the circle and/or adding more objects. As the object is passed have each member state the name of the person they are passing to.

Warp Speed

- This game is similar to Toss-A-Name, however, start throwing an object until everyone has had it no more than one time. While doing this, tell the crew to remember whom they threw the ball to and who caught it. Do this again in the same order, and time it. Time it to see the lowest time the crew can reach. A variation can be done by adding more objects into the sequence.

Indian Sticks

- Have the crew sit in a circle. Arrange a few sticks and tell them they symbolize a number from 1-10 in an ancient language and they must read the numbers to figure out which number is represented.
  Arrange fingers in a way that aren't obvious. The number of your fingers showing 1-10 is the number represented by the sticks.

Two Truths and a Lie

- One at a time, each member of the crew tells two truths and a lie about themselves. The rest of the crew must guess which of the three is a lie.

Human Knot

- Have the group stand and form a circle and reach out across the circle. Starting with the left hand, grab the hand of someone across from them. Then do the same with the right hand. They can't be holding the hand of someone directly across from them. Make sure and check this. The object for the group is to untangle the knot.

M&M or Skittle Game

- Instruct each crew member to take a handful of candy. For each piece of candy they have to tell that many bits of information about themselves. For example, brown- something you've learned about nature; red- something about the person to your right; yellow- something about the person to your left; blue- something about yourself; green- a wish or hope. Feel free to change what the particular colors represent.

Crossed-Uncrossed

- This observation game requires two sticks, pens, etc. The sticks are passed around the circle either "crossed" or "uncrossed". Yet, what matters the most is the position of your legs, whether or not they are crossed. The receiver must say how they are receiving the sticks, either "crossed" or "uncrossed." Remember it is the position of their legs, not the sticks. They then pass the sticks stating how they are passing the sticks, onto the person next to them.

Impulse

- With everyone in a circle and holding hands, one person sends an impulse (squeezes a hand) to their left or right, one at a time. It is then passed to the next person until it ends up at its starting point. Also send multiple pulses, have them chase each other, or go in opposite directions.

Decision Statements

- Read out one of the Decision Statement (see below) to the group. Give them a moment to think about their answer, and then have them move to opposite ends of an area according to whichever answer they choose, thereby grouping together all those with the same answer. Get the crew to talk about the reasons for their preference. Repeat the process with the next Decision Statement.
    - If you were a car, would you be a Volkswagen or a BMW?
    - If you were a color, would you be red or green?
    - If you were an animal, would you be a shark or an elephant?
    - If you were a sport, would you be hockey or football?
    - If you were a day of the week, would you be Monday or Friday?
    - What's your favorite hobby?
    - What is your favorite movie?

STAFF RELATIONS

STAFF GUIDEBOOK

The Staff guidebook, sent to you before your arrival at Philmont, contains all the rules and policies for Philmont staff. It is comprehensive; thoroughly read the guidebook and ask any member of Ranger leadership for clarification. You are responsible for abiding by **ALL** of the rules and regulations contained in the Staff Guidebook.

RESPECT FOR FELLOW STAFF

The Staff Guidebook lays down specific guidelines pertaining to harassment: racial, sexual, ethnic, religious, etc. Philmont and the Ranger Department will not tolerate violations of these guidelines. All staff are expected to treat each other as equals and with proper respect. If any Ranger has a complaint in this regard, they should report it to any member of Ranger Leadership as soon as possible. All matter are handled in a fair, discreet, and appropriate manner.

INTERDEPARTMENTAL RELATIONS

The key phrase, in the Ranger department, as you have heard, is "HUMBLE PRIDE." You should be proud to be a Ranger, just as any staffer should be proud of their position in any department. Just as we would like to be respected for our work and role at Philmont, we should stress respect for others, their work, and their role. The Philmont staff is a team; none of us could do our job without the help of every other department.

There may be times when you feel that you or our department are the only ones demonstrating "HUMBLE PRIDE." You may become irritated at other staff; they no doubt have similar feelings at times. It is important that regardless of circumstances, you maintain your "HUMBLE PRIDE." This is an essential part of being a Ranger.

BACKCOUNTRY CAMP ETIQUETTE

When you are in a backcountry camp, keep in mind that the backcountry staff lives and works at their camp all summer long- it is their home. Respect their privacy and space. Always be polite; before going on the porch or in the cabin, ask permission. DO NOT expect to be fed by the staff. How would you feel if a backcountry staff member came into your tent in Base Camp and wanted to know "what are you cooking for dinner?" Often, you will be invited to eat with the staff. If you do eat with the staff, always help them out by cleaning up and doing the dishes, or asking if they need anything else done, such as chopping firewood. Remember that if you are with a crew, you should eat with your crew and not with the staff.

Another important point to realize is that when you are spending time at a staffed camp, many campers will see you in uniform and think that you work at that camp. For example, a crew may come to you while you are sitting on the porch of a cabin and ask to check in. If you know the check-in procedure for that particular camp, by all means help out, but otherwise, politely find a staff member to help the crew and leave the porch while they are checking in.

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WILDERNESS PLEDGE

Many Rangers consider the Wilderness Pledge to be the most important thing done with crews. It starts in Base, is reinforced by the technical and interpersonal skills taught crews on the trail, and is all tied together with the actual pledge. The Wilderness Pledge will then, hopefully, be taken home and our effect multiplied. The methods and attitudes associated with the Wilderness Pledge begin with the Ranger; the care of Philmont and indeed other wilderness areas is everyone's job.

There are many ways to execute the pledge with your crews. The way you choose to do so will depend on the background of the crew. Some crews may have never thought of the land as something that must be cared for; others already understand the value of wilderness. Whatever the crew's background, take the challenge of a Ranger who, like the Lorax, "Speaks for the trees, for the trees have no tongues to say what they please" (*The Lorax*, Dr. Suess).

The first step, of course, is to figure out what the pledge means to you, keeping in mind the pledge itself will help you.

"Through good Scout camping, I pledge to preserve the beauty and splendor of the Philmont wilderness. I commit myself to:

- *An absence of litter and graffiti;*
- *Respect for wildlife;*
- *Conservation and proper use of water;*
- *Respect for trails and trail signs;*
- *Proper use of campsites."*

After you know why and where you stand, then you can join your crews in making the pledge.

There are various recipes for doing the Wilderness Pledge with your crew, but they all contain the same essential elements: involve everyone, reach out to each participant, make it personal, be creative, and use a story like *The Lorax* or a nature game (such as blindfold nature walks, or a game of memory where you look at a

patch of ground for a minute then close your eyes and describe) to set the tone. Other elements that work well are at sunrise or sunset, a beautiful view, a heartfelt discussion and careful timing.

As with all Rangering, don't be afraid to add your personality and style into the Wilderness Pledge. Be sure to read your crew's maturity level before all games, stories, or quotes. Use Ranger Leadership, the Ranger Library, the Seton and other Ranger resources. If you take this part of your job seriously, put your heart into it, know your crew, know where you stand and use creativity, then there is no way you can fail.

LEAVE NO TRACE

Leave No Trace is a national outdoor skills and ethics education program. Between 1965 and 1980, backcountry visits jumped from four million visitors per year to ten million per year. In 1984, the number grew to fifteen million visitors per year, a two hundred and seventy five percent increase in less than twenty years. As cities grow and populations encroach upon wildlands and recreation areas, we must do more than just pick up litter and extinguish campfires; we must learn how to maintain the integrity and character of the outdoors for all living things. However, Leave No Trace is not simply a program for visiting the backcountry, it is a way of life! The Leave No Trace principles of outdoor ethics form a framework of LNT's seven point message:

- Plan Ahead and Prepare.
- Travel and camp on durable surfaces.
- Dispose of waste properly.
- Leave what you find.
- Minimize campfire impacts.
- Respect wildlife.
- Be considerate of other visitors.

PLAN AHEAD AND PREPARE

Proper trip planning and preparation helps hikers and campers accomplish trip goals safely and enjoyable while minimizing damage to natural and cultural resources. Campers who plan ahead can avoid unexpected situations, and minimize their impact by complying with area regulations such as observing group size limitations. Proper planning entails:

- Obtain information in advance, and prepare accordingly. Learn about the area you will visit and what conditions to expect by contacting the local land management agency.
- Check the forecasted weather and travel conditions.
- Choose a proper campsite location and allow enough time to find and setup your camp.

- Select appropriate and quality outdoor equipment which will keep you safe and comfortable.
- Match the outdoor experience you are planning with the participants skill levels.

TRAVEL AND CAMP ON DURABLE SURFACES

Damage to land occurs when visitors trample vegetation or communities of organisms beyond recovery. The resulting barren areas develop into an undesirable trail, campsite, and soil erosion. Should you concentrate activity or spread it out?

- In high use areas, campers should concentrate their activities where vegetation is already absent by using existing trails and selecting existing or designated campsites.
- In more remote, less traveled areas, campers should generally spread out. When hiking, take different paths to avoid creating new trails that cause erosion. When camping, disperse tents and cooking activities. Move camp daily to avoid creating permanent looking campsites.
- Always choose the most durable surfaces available such as rock, sand, duff, dry grasses, or snow.

DISPOSE OF WASTE PROPERLY

Backcountry users create wastewater and body waste that requires proper disposal. Hikers and campers also need to take their trash with them. Campers should minimize the need to pack out food scraps by carefully planning meals. Accept the challenge of packing out everything you bring.

- Wastewater
  Help prevent contamination of natural water sources by proper disposal of wastewater. After straining food particles, dispose of dish water by dispersing at least two hundred feet or more from and water source. Two hundred feet is approximately seventy adult footsteps.

- Human Waste
  Proper human waste disposal helps prevent the spread of disease and exposure to others. Catholes six to eight inches deep and two hundred feet from water trails, and campsites are often the most practical way to dispose of feces. Bury your toilet paper in the cathole or pack out it out as trash.

LEAVE WHAT YOU FIND

Allow others a sense of discovery. Leave archaeological artifacts and natural objects as you find them. In some cases it may be illegal to remove them.

- STOP, LOOK and THINK before entering a cultural site or area. Respect these areas.
- Do not remove potsherds and other artifacts; once they are gone, they are gone forever.
- Do not touch "rock art," such as pictographs and petroglyphs; oils and acids in our hands can cause deterioration of the site. Also, never chalk or trace any rock art.
- Never camp or build fires in cultural sites or alcoves.
- Leave natural objects for others to discover and enjoy. These include items such as flowers, rocks, feathers and antlers.
- Good campsites are found, not made. Altering a site should never be necessary.
- Do not dig trenches or build structures. Never hammer nails into trees, hack at trees with a hatchet, carve into the bark of trees with a pocketknife, or damage bark and roots by tying horses to trees for extended periods.
- Upon leaving your campsite "naturalize" it by replacing surface rocks, duff and branches or twigs which you may have cleared.
- On high impact sites, clean the area and dismantle inappropriate user-built facilities such as log and rock furniture. Leave one clean campfire ring in the area if it already existed. In pristine sites completely restore and naturalize the area before leaving, including any campfire rings you may have built.

MINIMIZE CAMPFIRE IMPACTS

The naturalness of many areas has been degraded by the overuse of fires and increasing demand for firewood. Lightweight camp stoves make low-impacting camping possible by encouraging a shift away from fires. Stoves are fast, eliminate the need for firewood and make cleanup after meals easier. Consider fires other than the traditional campfire rings.

- Whenever possible, use an existing campfire ring in a well-placed campsite. Choose not to have a fire in areas where wood is scarce.
- Leave No Trace fires are small. Use small diameter wood which is dead and down. When possible, burn all wood to ash and remove all unburned trash.
- If a site has two or more fire rings dismantle all but one and scatter the materials into the surrounding area. Be certain all wood and campfire debris is dead and out cold.
- Do not scar large rocks or overhangs with a fire.
- If you do choose to have a campfire use a "mound fire" or a "pan fire" rather than a fire ring.
- For evening "get together," try a candle lantern or luminaria instead of a campfire.

RESPECT WILDLIFE

Quick movements and loud noises are stressful for animals. You are too close if an animal alters its normal activities. Considerate campers practice these safety methods:

- Observe wildlife from a distance to avoid disturbing them. Also, leave pets at home.
- Give animals a wide berth, especially during breeding, nesting, and birthing seasons.

- Store food securely and keep garbage and food scraps away from animals so they will not acquire bad habits. Help keep wildlife wild.

BE CONSIDERATE OF OTHER VISITORS

Thoughtful campers are considerate of other campers and respect their privacy. Select campsites away from other groups. Travel and camp quietly to help preserve their solitude.

- Travel and camp in small groups (no more than the group size prescribed by land managers).
- Keep noise down and leave radios, CD players, and MP3 players at home. If you take a pet keep it in control and remove dog feces from trails or campsites.
- Make sure the colors of your clothing and gear blend with the environment.
- Respect private property; ask permission to use private land. Leave gates as you found them.

TEACHING LEAVE NO TRACE

People learn better when being guided to discover and think for themselves. Learning through lectures from the expert is seldom interesting and easily forgotten. When teaching Leave No Trace principles remember to:

- Encourage involvement. Allow individuals to discover and think for themselves, rather than providing them with all the answers.
- Learn together. You will have some foundational knowledge because you have read the background information. Allow yourself to learn along with your group as you teach these principles. You do not have to be a Leave No Trace Expert.
- Make it an adventure! It is easy to help your group learn Leave No Trace skills in fun and interesting ways.
- Relate it back! The Ranger's ultimate goal is to instill in the crews the desire to take home their newly acquired wilderness ethics. The principles of the Philmont Wilderness Pledge and outdoor ethics are directly related to Leave No Trace principles.

Here are some ways to teach Leave No Trace principles.

Scavenger Hunt

- Rather than collecting objects, the crew will be listing ideas on paper. For each object list what it has in common with people, things in common with the object and humans, and how it helps us. The hunt will help participants discover how much they have in common with the natural world and how the natural world influences their survival.

Puzzle Pieces

- Use two simple picture puzzles. Cutting up old nature calendar pictures is a very easy and cheap way to do this activity. Separate the crew into three or four groups. Give one group most of the pieces, give another a few pieces and give one group only one piece. Ask each group to put the puzzle together using only the pieces they have. After they have had some time to put the puzzle together, have each group discuss how easy it was to put the puzzle together and describe their picture. Ask each group how easy it was to reconstruct the puzzle. Discuss with the crew the importance of viewing resources without touching them. Additionally this can be related to the importance of each piece of nature. Discuss how one missing part can destroy nature. All the pieces must be there and in good condition for the plants and animals to survive.

Ecosystem Web

- Using the bear bag rope or other piece of string, assign each crew member one of the following categories: plants, mammals, insects, amphibians/reptiles, birds and humans. Each person is to assume the role assigned. Once the assignments are made, have the group form a circle with

one person holding the rope. The first person describes their assigned ecosystem component and throws the rope to another component that it relies upon for survival. For example, a wood pecker would rely upon a tree for insects. This continues throughout the circle until a web is formed amongst the group. Discuss what the web demonstrates about connections in an ecosystem, including the human connection. Plants, insects, animals, and humans owe their existence to one another. If one aspect of the ecosystem is missing what happens? Insects pollinate plants and provide food for small animals; plants provide food and shelter for both animals and humans. Plants also help filter water that is then stored in mountains, streams, lakes and aquifers. When one member of the ecosystem is removed everyone is invariably affected.

FIRE ECOLOGY

The ecosystem that cradles Philmont happens to be one that thrives off of fire. The local Ponderosa pine ecosystem is what is known as a "pyric ecosystem," meaning that it has evolved and adapted to benefit itself from periodic, healthy forest fires. Ponderosa pines have several strategies for benefiting from fire:

- Rapid juvenile growth allows for young pines to grow quickly as saplings so as to get above the top of a surface fire flames; thus allowing even a few needles to survive, continue photosynthesis and reseed.
- Thick bark allows a Ponderosa pine to withstand a healthy surface fire. Although the bark may become charred, the living tissue will not be damaged.
- Self-pruning branches of Ponderosa pine eliminate "ladder fuel" which allows a fire to jump into the crown of a tree.
- Combustible needles dropped by the Ponderosa pine increase the intensity of a fire in close proximity to the tree, thus destroying any trees that are encroaching upon space and resources; basically eliminating competition.

These strategies allow the Ponderosa pine, and the entire ecosystem to thrive after a fire. When a fire comes through and destroys most of the pines, the individual survivors will have an open seedbed to drop cones and perpetuate future growth of the forest.

After a fire occurs, the first species to come back are the pioneer species. These include grasses, wildflowers, shrubs and small trees; all of which had roots that survived the fire. Locally these species can include Quaking Aspen, Mountain Mahogany, Gooseberry and Gamble Oak (Scrub Oak). As succession continues and pioneer species begin to refertilize the area, the shade intolerant species move in. This is primarily when Ponderosa pines begin to come back. Ponderosa's need sunlight to thrive; thus benefiting from an open area following a fire.

As the Ponderosa begin to grow over the years, they form a canopy overhead and a typical forest will emerge. At this point, the next stage of succession occurs when shade tolerant species begin to grow. These include Douglas Fir and White Fir, which thrive

under the canopy of the Ponderosa. As they grow, they start to compete for resources with the Ponderosa. At this point a fire is needed to keep the forest in good physical shape; with a regular, healthy burn, shade tolerant species will be kept from overtaking the forest. However, without fire, over time the shade tolerant species begin to out compete the Ponderosa for resources and they die. The shade tolerant species will take advantage of the hole in the forest canopy and the landscape will begin to change. Eventually, the whole forest will be overtaken by Douglas Fir and White Fir, and then the new, dominant species is no longer a fire adapted species. Furthermore, the forest floor is littered with dead timber that will provide a large amount of fuel. With this type of forest succession, when a fire does occur the results will be devastating, such as what happened with the Ponil Complex fire.

There are obvious detrimental effects following a hot fire. The lack of vegetation gives way to erosion of topsoil, which inhibits re-vegetation and clogs streambeds. Fires can also sterilize soil by killing microorganisms and nutrients. Additionally, there are also unseen, negative effects. One such effect, hydrophobicity, occurs after a very hot fire burns away all of the surface vegetation. All plants have a waxy coating on their leaves that retains moisture in the plant. The hot fire vaporizes the waxy layer and it sinks into the soil and solidifies, leaving a hard waxy layer anywhere from one to three inches below the topsoil. This ultimately prevents water from sinking into the soil, and seeds from germinating. This type of soil also aids in the loss of fertile topsoil by providing a firm layer that the soil can easily erode during rainstorms.

In order to overcome the hydrophobicity problems, Philmont has employed the use of terracing. The beneficial effects of contour terracing are numerous. This method uses an endless supply of burned, dead timber. Furthermore, dropping the trees and then digging them into the hillside breaks up hydrophobic soils, allowing water to infiltrate and seed to take hold in the ground. The terraces also force the water and sediment to slow down as they erode downhill. This, in itself is beneficial in two ways; first, the sediment settling behind the terraces creates good seedbed, which is not hydrophobic, for re-vegetation. Secondly, the sediment is not making it into streambeds and disrupting aquatic ecology.

BACKCOUNTRY CAMP INFORMATION

Abreu
- Program: Hispanic Homestead, Adobe brick making, Cantina, and Mexican Dinner.
- Facilities: Radio, and showers.

Apache Springs
- Program: Jicarilla Apache living, Sweat Lodge, and Field archery.
- Facilities: Radio, and commissary.

Baldy Camp
- Program: Mining history.
- Facilities: Radio, showers, trading post, and commissary.

Beaubien
- Program: Horse rides, branding, chuck wagon dinner, cowboy campfire and western lore.
- Facilities: Radio, showers.

Black Mountain
- Program: Mountain livin', blacksmithing, and black powder rifle.
- Facilities: Radio.
- Not road accessible.
- No potable water.

Carson Meadows
- Program: Search and Rescue
- Facilities: Radio

Cimarroncito
- Program: Rock climbing, climbing wall and gym, and environmental awareness program.
- Facilities: Radio, showers.

Clarks Fork
- Program: Horse rides, branding, chuck wagon dinner, cowboy campfire and western lore.
- Facilities: Radio, showers.

Clear Creek
- Program: Rocky Mountain Fur Company, and black powder rifle.
- Facilities: Radio.

Crater Lake
- Program: Continental Tie and Lumber Company, spar-pole climbing, campfire.
- Facilities: Radio, showers.

Crooked Creek
- Program: Homesteading.
- Facilities: Radio.
- Not road accessible.
- No potable water.

Cypher's Mine
- Program: Gold mining, blacksmithing, mine tour, evening Stomp.
- Facilities: Radio, showers.

Dan Beard
- Program: Challenge course and Low Impact camping.
- Facilities: Radio.

Dean Cow
- Program: Rock climbing, and environmental awareness program.
- Facilities: Radio, showers.

Fish Camp
- Program: Fly tying and fly fishing, and cabin history.
- Facilities: Radio.

French Henry
- Program: Gold mining, and blacksmithing.
- Facilities: Radio, no overnight campers.

Harlan
- Program: 12 gauge shotgun shooting, and burro racing.
- Facilities: Radio.

Head of Dean
- Program: Challenge course.
- Facilities: Radio.

Hunting Lodge
- Program: Phllips Backcountry Living.
- Facilities: Radio.

Indian Writings
- Program: Archaeology.
- Facilities: Radio, showers.

Miner's Park
- Program: Rock climbing, and environmental awareness.
- Facilities: Radio, showers.

Miranda
- Program: Mountain livin', black powder rifle, burro packing.
- Facilities: Radio.

Phillip's Junction
- Program: Fishing
- Facilities: Radio, showers, trading post, commissary, and no overnight campers.

Ponil
- Program: Horse rides, burro packing, branding, western lore, and chuck wagon dinner and breakfast.
- Facilities: Radio, showers, trading post, cantina, commissary.

Pueblano
- Program: Continental Tie and Lumber Company, spar-pole climbing, campfire.
- Facilities: Radio.

Rayado
- Program: Kit Carson Museum.
- Facilities: Radio, Phone, no overnight campers.

Rich Cabins
- Program: Homesteading.
- Facilities: Radio, commissary.

Ring Place
- Program: Astronomy, conservation, and Ring Ranch history, backpacking weather.
- Facilities: Radio, commissary.

Sawmill
- Program: .30-06 rifle.
- Facilities: Radio, showers.

Seally Canyon
- Program: Wilderness medicine, search and rescue, and GPS technology.
- Facilities: Radio.

Urraca
- Program: Challenge course, Philmont story campfire.
- Facilities: Radio.

Ute Gulch
- Facilities: Radio, trading post, commissary, no overnight campers.

Whiteman Vega
- Program: Mountain biking.
- Facilities: Radio.

Zastrow
- Program: Land navigation.
- Facilities: Radio and showers.

BUS TOUR INFORMATION

The Ranger Bus Tour is a fundamental element of the Philmont experience. It is each Ranger's responsibility to learn the history and facts of the Ranch, and surrounding area. Study the material before hand. Look, act and speak professionally. Don't read straight from the Fieldbook, but use it as a reference. At the back of this section, is a list of books associated with this area; the Seton library, Cimarron Library and Old Mill Museum; all offer these resources along with other information about the area. Remember each bus driver is a trove of information about local history and lore.

GENERAL HISTORY

Historic Philmont was once roamed by Jicarilla Apache and Moache Ute Indians. The original Beaubien and Miranda land grant, created by the Mexican government in 1841, was the location of the first Mexican settlement in northeastern New Mexico. The Ranch is part of that original settlement. The grant, originally held by Carlos Beaubien and Guadalupe Miranda, once encompassed over a million acres of land. Lucien Maxwell, Beaubien's son-in-law, was a mountain man who founded the first colony along the Rayado River in 1848. Neither intense Indian raids nor strenuous wilderness conditions stopped the settlement from prospering.

Maxwell's farming and ranching operation moved to the Cimarron River in 1857. As a stop on the Santa Fe Trail, Maxwell's ranch became famous to those bringing American goods in New Mexico. Gold was discovered on Maxwell's ranch soon after the move to Cimarron in the Moreno Valley and on Baldy Mountain. Miners and other gold seekers swarmed to the mountains and streams searching for the yellow wealth.

The Maxwell Land Grant and Railroad Company, a Dutch-based operation, bought Maxwell's wilderness ranch in the 1870's. While trying to develop it, they decided to break it up into farm plots and ranches and sell the plots.

In the 1920's Waite Phillips, on Oklahoma businessman, began buying parts of the old Maxwell Land Grant for farming, ranching, and vacationing. Soon an excellent herd of Hereford cattle and a large Spanish-Mediterranean style mansion graced the land. Phillips improved the land and ranching area around his magnificent Villa Philmonte.

In 1938, Phillips donated 35,857 acres of his ranch to the Boy Scouts of America which was named Philturn (a name derived from Phillips and his good turn) Rocky Mountain Scout Camp.

Enthusiastic response from the early Scout campers encouraged Phillips to add to his original gift in 1941. He added his best camping land, the Villa Philmonte, and his farming and ranching operations. It was his desire that "many, rather than few" could enjoy his rich and scenic land. The property, then 127,395 acres was renamed Philmont Scout Ranch in 1941.

As an endowment for maintaining and developing the property, Phillips included in his gift the 23 story Philtower Building in Tulsa, Oklahoma. The building was sold in 1977.

Norton Clapp, vice president of the National Council of the Boy Scouts of America, added the 10,098 acre Baldy Mountain mining area to Philmont in 1963. Philmont Scout Ranch now totals 137,493 acres or 214 square miles. It has served over 800,000 Scouts, Venturers and leaders in its 67 years of operation.

PROMINENT FEATURES

Prominent features are listed in the order that they occur for each of the six Turnaround Tours. They are divided into North Bound Tours and South Bound Tours. The key that appears with each feature indicate its presence on the tour.

- 6M= Six Mile Gate
- P= Ponil
- TC= Turkey Creek
- C= Cito
- Z= Zastrow
- LL= Lovers Leap

NORTH BOUND TOURS

Hayward Residence (6M, P, TC, C)

- The Ladd family lived in this house on their eighty acre orchard, which lay between the Urraca and Cimarroncito creeks. Phillips purchased the land in 1922 and his ranch manager, Gene Hayward, occupied the house. It is now home for Philmont's Director of Program.

Tooth of Time (M, P, TC, C)

- "An igneous intrusion of Dacite Porphyry formed in the Tertiary period twenty-two to forty million years ago... today!" Supposedly settlers sighting this landmark along the Santa Fe Trail knew they had about a week to ten days until reaching Santa Fe. The Tooth Ridge trail was constructed by Waite Phillips, often using dynamite.

Philmont Museum and Seton Memorial Library (6M, P, TC, C)

- Built in 1967 through the generosity of L.O. Crosby of Picayune, Mississippi, this building has exhibits from Philmont's rich history and houses the personal library of the first Chief Scout of the Boy Scouts of America, Ernest Thompson Seton. Collections include Native American artifacts, specimens from Seton's animal studies, and over 3,000 paintings, drawings, and sketches by the famed outdoorsman.

  The museum also features a Scouting history and Western archive including fiction, BSA annual Reports to Congress, old Boy's Life magazines, past issues of Scouting magazine, biographies, and a copy of the original Boy Scout Handbook written in 1910 by Seton.

Philmont Training Center (6M, P, TC, C)

- PTC was established in 1950 to train selected adult volunteer Scouter's from across the nation, who in turn could pass on the skills to other leaders in their councils back home. The Villa Philmonte is the nucleus of the Training Center. Today, approximately 2,000 volunteers and professionals participate in training conferences as the Ranch each summer. Daily activities are planned for spouses and children of participants. During the fall, winter and spring, the Training Center is used for short-term conferences for both Scout and non-Scout groups, as well as council, regional and area meetings.

Villa Philmonte (6M, P, TC, C)

- Waite Phillips' summer home was finished in 1927 at the cost of $250,000. It was modeled after a villa he saw in the Mediterranean in 1925. Phillips gave the "Big House" to the BSA with his second land donation in 1941. Philbrook, his home in Tulsa, Oklahoma, is almost identical, yet three times larger. It is now an art museum. Instructors for training courses often have the privilege of residing in the Villa Guesthouse. Tours are at the Seton Museum. Villa Philmonte is pronounced Vee-yah Fill-mon-tay.

Ranch Administration Area (6M, P, TC, C)

- The first house on the corner is the original Webster house, now the home of Philmont's General Manager. Phillips bought Urraca Ranch from George Webster in two parts, in 1922 and 1923. At one point the entire administrative area was covered with apple and cherry orchards. The area has the ranch administrative office, commissary, warehouse, maintenance shops, motor pool, fire department, and other service areas. Philmont's trail food is packaged at the commissary. Philmont is one of the largest consumers of dehydrated food in the world.

Polo Barns (6M, P, TC, C)

- The barns were built by Waite Phillips in 1932 because he enjoyed watching polo and other equestrian sports. Both the Philmont and CS ranches spent considerable time and money raising and training thoroughbred horses. The sale of these horses represented an important income for both

ranches during the Depression, when cattle prices were at an all-time low. More than thirty stalls in the original barn housed prized ponies that played teams from Texas, Colorado and Oklahoma. The area in front of the barns once had a track and training field. Philmont currently uses the barns for storage and as staff housing.

Buffalo Pasture (6M, P, TC, C)

- This meadow is on the left when headed north. Philmont maintains a herd of about 100. Each year a number are harvested to become part of the menu at Camping Headquarters and PTC. Mule deer and pronghorn antelope are often visible along the road.

Arrowhead Rock Formation (6M, P, TC, C)

- The Philmont arrowhead patch design, first used in 1957, was inspired by this outcropping on Tooth Ridge. According to Philmont tradition, if you look over your left shoulder as you're leaving Philmont and see the arrowhead, you're destined to return.

Window Rock (6M, P, TC, C)

- The long horizontal band of exposed Dacite Porphyry was formed by the same process as Cathedral Rock. Phillips installed a circular window in the study of his Villa that directly faces this formation, thus the name.

Black Mountain & Bear Mountain (6M, P, TC, C)

- 10,892 feet and 10,663 feet. These mountains were formed over 900 million years ago during the Pre-Cambrian era. They are made of Granodiorite and Gneiss, the oldest rocks on Philmont. The trail up Black Mountain is considered one of the toughest hikes on the Ranch.

Mount Phillips (6M, P, TC, C)

- 11,711 feet. Philmont's second highest mountain is also composed of Pre-Cambrian Granodiorite and Gneiss. Mount Phillips was originally called Clear Creek Mountain, but was renamed in 1960 by Chief Scout Executive Arthur A. Shuck in honor of our benefactor.

Cimarroncito Peak (6M, P, TC, C)

- 10,468 feet. This is the conical shaped mountain between Sawmill and Cypher's Mine camps. No trails lead to the top. Cimarroncito is pronounced Sim-mar-ron-see-toe and interpreted as "little wild one."

Touch-Me-Not (6M, P, TC, C)

- 12,045 feet. Visible to the south of Baldy Mountain, Touch-Me_not is in the Cimarron Canyon Wilderness Area, west of Philmont. Supposedly, during the mining era, the mountains owner chased off any and all trespassers, earning it the name. Locals on the Eagle Nest side know it as Sugarloaf.

Baldy Mountain (6M, P, TC, C)

- 12, 441 feet. This is the highest point at Philmont. Gold was discovered here in 1867, triggering a rush to the area. Although it was a relatively small district with an erratic history, it was mined continuously until WWII. Elizabethtown, a ghost town in the Moreno Valley on the other side of Baldy, was the center of the district. Large stands of aspen trees indicate locations of some of the old mines. Hikers in the area can see old slag heaps along the creeks.

Baldy Town (6M, P, TC, C)

- The town is located at the top of the Ute Creek valley. A staffed camp is located among the ruins of the community which served the mines on the eastern slope. Baldy Town usually had a population between one and two hundred

during the mining days. Many of its residents worked at the Aztec mine located above the town. Crew hiking through French Henry can tour a part of the Aztec mine, the richest mine in the area.

Deer Lake Mesa (6M, P, TC, C)

- The top of this mesa is capped with Cretaceous Poison Canyon formation, a sandstone and conglomerate washed from the west by streams.

Antelope Mesa (6M, P, TC, C)

- Located northeast between Deer Lake Mesa, Webster Lake and Highway 64.

Cimarron Visual Omni-Directional Radio Station (VOR) (6M, P, TC)

- The white tower on the small butte east of the road, is part of an international navigational system for pilots. Each station has a distinct signal that a plane uses to locate their position. Planes flying over the area are following the Cimarron VOR signal.

Stone Jail (6M, P, TC)

- This small rock building was built in 1872 and used as the county jail. It only has one room and was surrounded by a high rock wall, almost as tall as the building.

Aztec Grist Mill (6M, P, TC)

- This three-story stone building was built by Lucien Maxwell in 1860, during the earliest days of Cimarron. It was used to issue grain rations to the Utes and Jicarilla Apache Indians. The CS (Charles Springer) Ranch purchased the property in the mid-1930's to raise polo horses. It's now a museum. Ute is pronounced You-t. Jicarilla is pronounced Hie-are-ree-yah.

St. James Hotel (6M, P, TC)

- This hotel is listed on the National Register of Historic Places. Built by French-born Henry Lambert, who was once the personal chef to General Ulysses S. Grant and President Lincoln. The original structure is now the formal dining room, built in 1873. This room was known as "Lambert's Saloon and Gambling Hall," where reportedly twenty six men are known to have been killed. Twenty bullet holes are still visible in the ceiling today. The hotel portion was completed in 1880, and the current name was selected.

  Being that Cimarron was a principle stopping point along the Santa Fe Trail, the hotel had a successful business. Prominent visitors along the trail included gunman Clay Allison, train robber Black Jack Ketchum, Buffalo Bill Cody and Annie Oakley of the "Wild West Show" fame, Territorial Governor Lew Wallace, Zane Grey, and outlaws Bat Masterson and Jesse James.

  Numerous ghosts have been sighted in the hotel. Room No. 18 was where James Wright was murdered one night in 1881. He was killed after a heated poker game, in which he won the hotel in a bet.

Springer House (6M, P, TC)

- This house is located directly east of the St. James. The structure was built in 1854 and was originally known as the National Hotel before being forced out of business by Henry Lambert. At one time Frank Springer lived there. Springer successfully defended the Maxwell Land Grant Company in the US Supreme Court, confirming the company's sole possession of more than 1,750,000 acres.

Site of the Maxwell House (6M, P, TC)

- The mansion was located between the St. James Hotel and the Cimarron River. In 1870, Maxwell sold it to English businessmen who established the Maxwell Land Grant

company and turned the house into an elegant headquarters. It burned down in 1923.

Maverick Club (6M, P, TC)

- This local men's club has held an annual rodeo on July 4th since in 1923. In 1935, after the success of the first Cimarron Polo show, Waite Phillips gave the club 20 acres for a rodeo arena and polo field.

Cimarron River (6M, P, TC)

- An English holding company, trying to sell homestead plots on the Maxwell Grant, pictured the Cimarron River as having steamboats in a promotional brochure. The headwaters are Eagle Nest State Park. Cimarron means "wild" or "untamed" in Spanish.

Village of Cimarron (6M, P, TC)

- Cimarron's elevation is 6400 feet above sea level. The town's population is roughly 800. The area was once known to be a safe-haven for rustlers and outlaws traveling nearby. Originally the town plaza was located east behind the St. James Hotel and near the old Dahl Brother's Trading Post. The main industries are lumber, ranching and tourism.

Cimarron Public Schools (6M, P, TC)

- The school system was featured on the CBS Evening News in 1974 for having the first four-day school schedule in the US. The system was designed to cut fuel bills and transportation cost, as well as, gives students and teachers a longer weekend, and it continues to this day. The Cimarron School District extends all the way to Eagle Nest, Angel Fire and Black Lake townships.

Methodist Church (6M, P, TC)

Tricon Timber Company (6M, P)

- The Mill and millions of board feet of logs and lumber burned to the ground on Easter morning of 2000.

Pendleton Propane Company (6M, P)

WS Ranch Cimarron HQ (6M, Ponil)

- The WS Ranch (also know as Vermejo Park) is owned by Ted Turner and is approximately 600,000 acres in size. The main headquarters is located at Vermejo Park, New Mexico, about forty miles west of Raton, New Mexico. Other local ranches include the CS Ranch, the UU Bar Ranch, the Chase Ranch, Express Ranch, and Philmont. All were originally part of the Maxwell Land Grant. The Ponil road passes through parts of their land. Vermejo Park is pronounced Ver-mey-ho Park.

Chase Ranch (6M, P)

- This ranch was started by Manly Chase in the 1880's. The ranch has been continually handed down through the maternal lines of the family, up to today. General Lew Wallace, one of New Mexico's territorial governors and author of Ben Hur, was a good friend of Chase and spent considerable time at this ranch.

Cimarron and Northwestern Railroad (6M, P)

- The road to Ponil follows the old rail bed of this railroad. At times it can be seen running parallel to the road and it crosses the Ponil Creek many times. The railroad first ran up the North Ponil to Seally Canyon; then it was pulled out and ran to the Pueblano area in the South Ponil Creek. The railroad was built in 1907, mainly for hauling timber for mine props in the coal mines located in Raton and Dawson, a town south of Raton. Mine props were generally cut from spruce or ponderosa pine. Logging crews cut trees for lumber and railroad ties for the Santa Fe Railroad. The

railroad stopped running in 1928. Raton is pronounced Rat-tone.

Coal Mine (6M, P)

- The remains of two old coal mines can be seen near the Chase Ranch HQ one on each side of the road. Seams of low-grade coal can be seen in road cuts.

Valle Vidal Unit of the Carson National Forest (6M, P)

- The 100,000 acre of the Valle Vidal was part of the WS Ranch before being donated to the US Government in 1982 by the Pennzoil Company. The Valle Vidal border Philmont to the north around Dan Beard camp. Philmont uses four staffed camps in the Valle Vidal: Ring Place, Rich Cabins, Seally Canyon and Whiteman-Vega. This area saw vast usage through the years as logging communities, ranch land, and homesteads. Valle Vidal is pronounced Vah-yay Vee-dal, and is interpreted as "beautiful valley" or "lush valley" in Spanish.

Little Costilla Peak (6M, P)

- 12,584 feet. Northeast of Philmont, Little Costilla is in the Valle Vidal. Higher than Baldy Mountain, it can be seen from Sioux Camp, Dan Beard, and peaks and ridges across Philmont. It is closed to use until July 1st, for elk calving. Costilla is pronounced Cost-tee-yah.

North Ponil Canyon (6M, P)

- As many of the canyons in this area, it was logged during the early part of the century. Archaeological sites found in this canyon indicate that Indian people lived here from 400 AD through 1400 AD. Their diet consisted of plants, game, corn, beans, and squash. A flood irrigation system watered plants. Daily activities other than farming, included basket weaving, pottery, and constructing underground pit houses to live in. Petroglyphs pecked into the canyon walls can still be seen today. Indian Writings staff camp offers an archaeology dig, tour of the petroglyphs, and pit-house.

Penitente Canyon (6M, P)

- A graveyard at the mouth of the canyon, as well as ruins of a small chapel, was used by the Penitentes. They were a religious brotherhood that originated in the 1700's.

Graveyard Canyon (6M, P)

- Several wooden crosses at the mouth of this canyon mark the graves of Spanish settlers. The ruins of an old chapel are also visible. The Middle and North Ponil Canyons have the remains of about 30 settlers and Native Americans.

Ponil Canyon (6M, P)

- The Ponil, is a knee-high bushy shrub with white feathery blooms, also known as Apache Plume. The walls of the canyon are beach and basin deposits from the Cretaceous and Tertiary periods (25-90 million years ago). They are part of a huge sandstone belt extending into Colorado.

Archaeology Site (P)

- Just before Ponil, directly across from the horse feeding rack, there exists a small archaeological site dating from about 1100 AD. The Indians farmed corn in the bottom of the canyon, near this site.

Ponil Camp (P)

- This camp was the original base camp for the Philturn Rocky Mountain Scout Camp from 1938-1941. The dining hall and cantina/trading post, along with other structures throughout the canyon are from the original era of Philturn. The area was once called Five Points because five canyons (Middle Ponil, Ponil, South Ponil, Cedar and Horse) join at this point.

Bent Camp (P)

- This camp was named after Charles Bent, a friend of Beaubien and a fourth partner in the huge land grant. He and his brother built the famous Bent's Fort along the Santa Fe Trail in Colorado. Bent became the first American governor of the Territory of New Mexico but was killed, along with Beaubien's son in the Taos uprising of January 1847. Taos is pronounced as Ta-oh-s.

Low Grade Coal Deposits (TC)

- Remnants of old coal mines can be seen along the Cimarron Canyon. There are also oil impregnated shale deposits to be found in the canyon as well. They are part of the Vermejo Formation.

Route of the Railroad and Original Road (TC)

- The highway covers the old railroad that was use by the St. Louis, Rocky Mountain and Pacific Railroad company. This track connected with the Santa Fe Railroad in Raton. Planned in 1893 by Thomas B. Harlan, the first train did not roll into Cimarron until 1906. The railroad was meant to take supplies to Baldy Town and bring out gold. It terminated at Ute Park, fifteen miles up the Cimarron Canyon, although plans were made to extend it to the Pacific Coast.

Gauging Station (TC)

- On the south side of the highway, just before the Philmont boundary, the gauging station measures the flow of water through the Cimarron River. The concrete building gives the first treatment to water carried in a fourteen-inch pipe to Raton for its reserve supply.

Turkey Creek Canyon (TC)

- A canyon to the north, just past the gauging station, is known as Turkey Creek Canyon. The hideout of Black Jack Ketchum is up this canyon. Black Jack Ketchum was a noted member of the Wild Bunch gang and an outlaw, specializing in train robbery. Many lawmen attempted his capture, but none succeeded in bringing him to justice. Finally, a Pinkerton agent was sent here to seek him out. The Pinkerton Agency was a respected private investigation company of the era. Supposedly, as the agent stopped along the canyons to water his horses, he carved Black Jack's face on the rocks. The carved face is outside the Philmont Museum and Seton Library now. While attempting a train robbery in 1899, Ketchum was caught. He was hanged in Clayton New Mexico in 1900.

Lower Heck House (C)

- This house on the south side of the Cito Road was constructed by German immigrant Mathias Heck's descendents. The original Heck family bought a tract of land along the Cimarroncito Creek in 1876. The Heck's are still a prominent family in this area. Year-round staff and their families now occupy the two Heck houses.

Upper Heck House (C)

- The house was built by German immigrant Mathias Heck, who settled on a tract of land along the Cimarroncito Creek in 1876. His family sold the Heck ranch to Phillips in the 1920's.

Heck Cemetery (C)

- The family plot contains on headstone and two graves, those of Mathias Heck and his wife, Margaret. The family still has burial privileges.

Webster Lake (C)

- George Webster created this reservoir (which he called Reservoir No. 1) in 1907; one of the projects he masterminded in developing his Urraca Ranch. The water was used to irrigate the bottom lands, devoted mainly to alfalfa and apple orchards. He also introduced elk and

established a state game preserve. Phillips later added to Webster's cabin at Fish Camp after he purchased the Urraca Ranch in 1923.

Cathedral Rock (C)

- This massive formation is an outcropping of Dacite Porphyry, an intrusive igneous rock that seeped into the joints and cracks of the older Shales during the Tertiary Period (sixty million years ago). The softer Shale has since eroded from the more resistant Dacite Porphyry.

Cimarroncito Reservoir (C)

- The reservoir is the sole source of Cimarron's water supply. The town bought the water rights from George Webster, who built the original dam. For almost sixty years, the water flowed down to Cimarron through wooden pipes bound by wire. After surviving the 1965 flood, the pipes were replaced in 1970. Wooden sections are still visible between the dam and Cathedral Rock camp.

Shaefer's Peak (C)

- 9,413 feet.

Shaefer's Pass (C)

SOUTH BOUND TOURS

Hayward Residence (Z, LL)

- The Ladd family lived in this house on their eighty acre orchard, which lay between the Urraca and Cimarroncito creeks. Phillips purchased the land in 1922 and his ranch manager, Gene Hayward, occupied the house. It is now home for Philmont's Director of Program.

Tooth of Time (Z, LL)

- "An igneous intrusion of Dacite Porphyry formed in the Tertiary period twenty-two to forty million years ago...

today!" Supposedly settlers sighting this landmark along the Santa Fe Trail knew they had about a week to ten days until reaching Santa Fe. The Tooth Ridge trail was constructed by Waite Phillips, often using dynamite.

Philmont Museum and Seton Memorial Library (Z, LL)

- Built in 1967 through the generosity of L.O. Crosby of Picayune, Mississippi, this building has exhibits from Philmont's rich history and houses the personal library of the first Chief Scout of the Boy Scouts of America, Ernest Thompson Seton. Collections include Native American artifacts, specimens from Seton's animal studies, and over 3,000 paintings, drawings, and sketches by the famed outdoorsman.
  The museum also features a Scouting history and Western archive including fiction, BSA annual Reports to Congress, old Boy's Life magazines, past issues of Scouting magazine, biographies, and a copy of the original Boy Scout Handbook written in 1910 by Seton.

Lovers Leap (Z, LL)

- Many locales across the country have a story and site similar to our Lover's Leap. We do know however, that this area's legend predates Philmont.
  The legend states that in year's past, Indians from the village of Taos were in the habit of roaming over the northern part of New Mexico on hunting trips. It was customary for them to camp in the nearby meadow called, Urraca Park; so called because of the great number of Magpies in the area. The party was celebrating a successful trip by singing and chanting their hunting song. In the midst of celebration, Ka, the chief of the hunt, paused and gazed towards the rock. Everyone noticed that outlined against the sky, on the edge of the precipice, stood a man and a maiden. The man was dressed as a chief. He was on his knees pleading with the woman, yet with a gesture of disdain she turned and stepped away. The man rose, walked

to the edge, and hurled himself off shouting, "Asi se murio su novio" (so your lover dies). Half of the Indian party split; some hurried down to where the man's body lay, while other rushed up to where the woman stood. The man was Chirina, son of the chief of the Cochitenos tribe. The maiden was named Enriqueta, found on the plains after a band of settlers had been attacked by the Apaches. She had grown up among the tribe, and it had been Chirin's purpose in life to make her his squaw. The man's body was buried as the base of the rock. The maid was taken back to Taos. She died soon after, due to a broken heart. They buried her body next to her lover's at the base of the rock.

Grizzly Tooth (Z, LL)

- 8,983 feet. An intrusion of Dacite Porphyry, Grizzly Tooth is visible against the ridge beyond Shafer's Peak. According to the map and contrary to appearances, Grizzly Tooth tops the Tooth of Time by two feet. However, since Grizzly Tooth was measured with a possible error of six feet, versus a measurement of the Tooth that's accurate to six inches, we cannot tell which one is actually higher.

Cattle Headquarters (Z, LL)

- This is the headquarters for Philmont's wranglers and horseman, build by Waite Phillips in the 1920's. The ranch raises commercial beef with a herd of 250 cressbred Hereford cattle, 250 horses, 80 burros and has 100 bison. While Philmont was given to the BSA with no stipulations, the ranch is kept operational to honor Phillips' wish that Scouts be able to see a working cattle ranch. Livestock brands can only be registered to one owner. Therefore, Philmont's cattle are registered directly through the ranch itself and designated with a "bar P and backwards S." The horses are registered through the Boy Scouts of America and designated with just a single "slash and backwards S."

Nairn Place (Z, LL)

- The Nairn Place was built as a mountain retreat in 1922 by Jack Nairn, who called it "Casa de Gavilan" (House of the hawk). Waite Phillips bought the house in 1943 after giving his Villa to the Boy Scouts and then sold it several years later with the remainder of his ranch (the UU bar) to McDaniel and Sons, ranchers from Arizona. Today the house is open as a bed and breakfast, the only private property within Philmont's boundaries.

Santa Fe Trail (Z, LL)

- Highways 64 and 21 follow the mountain branch of the Santa Fe Trail, used by travelers and settlers beginning in 1822. The trail was originally used to carry goods to Santa Fe in exchange for gold, silver, mules, and furs. Later, wagon trains rolled over the trail, stopping in Cimarron to re-supply and rest. The Santa Fe Trail was rarely a single set of wheel tracks, but often was miles wide. Some alternate routes bypassed Cimarron completely. It began in Independence, Missouri and ran west, splitting at Fort Dodge in Kansas. The Mountain Route swung north through Bent's Fort in southeastern Colorado, then through Raton Pass and Cimarron, joining the southern Dry Cimarron Branch near Las Vegas before continuing to Santa Fe. Additionally, this section of trail was once used as a stage line from Denver to Santa Fe until the Santa Fe Railroad was built in New Mexico in 1879.

Trail Peak (Z, LL)

- 10,242 feet. The wreckage of an Army Air Forces B-24D Liberator bomber is located just below the crest. On April 22, 1942, the plane was off course in stormy weather, when it hit the side of the mountain. All seven crew members were killed on the return leg of their training flight to Kansas City from the Combat Crew Training School base at Kirtland Field in Albuquerque.. The school's mission was to transition young pilots to four-engine bombers before

their assignment to operational bomb groups. The two trainee pilots had both been Boy Scouts; Lt. Charles Reynard had been a Start Scout in Hiram, Ohio, and Lt. Roland Jeffries had been a prominent Eagle Scout in Kansas City. The instructors were a contract crew employed by TWA.

Bad weather seriously limited search efforts, but the plane was discovered by another Kirtland-based B-24 that found the wreckage on May 1, 1942. Deep snow hampered the recovery of the bodies, but the search party, led by Elliott "Chope" Phillips, reached the crash site on May 3, 1942. Over the years, the olive drab paint peeled away to a bare aluminum. The Philmont Staff Association painted the most visible wreckage yellow in order to discourage pilot reports of a "new crash." The wreckage should be treated with great respect, and not made the subject of jokes or graffiti. Brave men died on that site.

To reach his Rayado Lodge (Fish Camp), Phillips and his family traveled by horse to the Crater Lake cabin and then south, over Webster's Pass. Trail Peak was so named because that trail passed below it. No trails ascended the peak until the first one was completed in the 1940s.

Urraca Mesa (Z, LL)

- This mesa is capped with basalt; remnants of lava flows that poured from the Crater Peak volcano, four million years ago. Urraca is pronounced as You-rock-ah and means magpie in Spanish.

UU Bar Ranch (Z, LL)

- The area from the base of Urraca Mesa on the east side of the road to Rayado is part of the UU Bar Ranch. This 125,000 acre area was the lst part of the ranch that Phillips owned. Much more suitable for grazing than camping, Phillips sold it to McDaniel and Sons, Arizona ranchers, with the Nairn Place in the 1940's. Interesting to note, Waite Phillips originally wanted the letter "W" for his brand. However, this marking was already taken. So he chose two "U's" and pronounced it the "Double-U Bar."

Rayado (Miami) Mesa (Z)

- Rayado Mesa and Gonzalitos Mesa (to the southeast) is commonly called Miama Mesa. The town of Miami was partially settled by the Dunkards, a religious sect from Miami, Ohio in the early 1900's.

Ortega Mesa (Z)

- This mesa is located west of Rayado Mesa. Until the 1860's the quickest route to Taos from the Cimarron area was the "Taos Trail." This primitive trail followed the Moras Creek over Ortega Mesa through the parklands to Moreno Valley (the Angel Fire area) and over Palo Osha Pass to Taos. It was used by the Comanche Indians when trading with the Taos Pueblo and later by trappers and traders. After gold was discovered, Cimarron Canyon became the preferred route as the rough, narrow trail was improved.

Rayado Peak (Z)

- 9,805 feet.

Crater Peak (Z)

- 9,748 feet. Four million years ago, this buffalo shaped peak, was an active volcano. It was responsible for the Basalt capping the areas mesas.

Rayado (Z)

- Rayado means "Striped" or "Lined" in Spanish, a possible reference to the area's striated cliffs or the facial decorations of the local Native Americans. One of the original two owners of the land grant, Charles Beaubien, picked his son-in-law, Lucien Maxwell to establish the Rayado settlement

in 1848. Kit Carson, a longtime friend of Maxwell, joined him as a partner in 1849, leaving in 1854 to become the Indian Agent in Taos. Clashes with the Ute and Jicarilla Apaches were common, and a detachment of the US Army Dragoons (mounted infantry) was stationed there in 1850 and 1851 before Fort Union was completed to the south. The Dragoons at "Post Rayado" protected the settlers in the area and also improved Rayado financially by renting quarters and stables from Maxwell. After overseeing Beaubien's ranch for nearly a decade, Maxwell moved eleven miles north to the banks of the Cimarron River and established a much larger operation. Among the settlers at Rayado were Jesus Abreu and his family, who after a brief interim bought the settlement from Beaubien and Maxwell. For many years the Abreu's operated the prosperous ranch in addition to providing hot meals and a store for passengers on the stage route to Santa Fe. Jesus Abreu's son finally sold the settlement in 1911. Philmont has restored the settlement and has staff recreating time period living. The historic structures of the Rayado settlement were placed on the National Register of Historic Places in 1993. Rayado is pronounced Ray-ah-doe. Abreu is pronounced Ah-bray-you. Beaubien is pronounced as Bow-be-en.

Holy Child Chapel (Z)

- This chapel was built in 1902 by Petra Beaubien-Abreu in memory of he husband Jesus. Catholic services are held throughout the summer by Philmont chaplains. Behind the museum is the Abreu cemetery plot, where the family still has burial rights.

Kit Carson Museum and Home Site (Z)

- Kit Carson lived from 1849 to 1854 at his home in Rayado, though he frequently was absent. After many years of disrepair, Philmont rebuilt his adobe house, finishing in 1950. In the fifties and sixties, Carson-Maxwell, as it was once known, was one of the three "base camps," along with

Ponil and Cimarroncito, where crews departed for the backcountry. Today it is a museum, where visitors can watch a blacksmith working the forge and other interpretive staff living the way they would have in Maxwell's and Carson's day.

Stonewall Pass (Z, LL)

- The stone wall was built in 1861 by Portuguese immigrant Peter Joseph. Joseph was a local rancher, trapper, and trader. The wall was used to separate his ranch from Jose Pley's property, the Rayado Ranch. Joseph died less than a year after purchasing the land from Beaubien and Maxwell, but portions of the wall still stand today. Barbed wire was not used because it was not invented until the early 1870's.

Fowler Mesa (Z)

- Phillips named the mesa after a fur trader named Jacob Fowler after reading about him. Fowler passed through the area in 1821. In 1822 he was one of the first Americans granted permission to trap and trade on what was then Mexican land. The mesa is capped with the Basalt that once flowed as lava from the Crater Peak volcano, four million years ago.

Zastrow (Z)

- Built in 1949, Zastro was the base for Philmont's Wood Badge courses. Philmont adopted the name from a cow camp called Zastrow, used by Waite Phillips's cowboys while driving cattle to summer pastures. Paul Zastrow was a Russian immigrant who bought 600 acres of land, west of the Abreu home after their ranch was parceled and sold in 1911.

Rayado Canyon (Z)

- The canyon has been formed since the last eruption of Crater Peak, four million years ago. The river slowly sliced through Basaltic flows at the rim, down to the Pre-Cambrian

Gneiss and Schist at the bottom, which is more than 900 million years old.

Rocky Mountain Scout Camp (LL)

- This camp was built in 1972 for younger Scouts, whose parents are attending conferences at the Training Center. However, since 1992, the camp has been used for the National Junior Leader Instructor Training courses held throughout the summer.

Stockade (LL)

- The Stockade, was a staffed camp in earlier years, but was destroyed by a tornado in 1960. A smaller structure was built near the original site, which has been primarily used for activities by the Training Center.

Shafer's Peak (LL)

- 9,414 feet.

Shafer's Pass (LL)

SPECIAL TREK PROGRAMS

Rayado

Young men and women who have a great desire for adventure have the opportunity to participate in one of Philmont's most challenging experience- the Rayado program. Many miles of rugged trails and high peaks await those who take the challenge to become a Rayado participant. The program is designed specifically to challenge's one's mental, spiritual and physical abilities. Rayado participants learn the true meaning of adventure, fun and "expecting the unexpected."
Rayado participants must be at least fifteen years old, but not yet 21. Two 20-day treks are offered each summer. Leadership is provided by Philmont's most qualified Rangers.

R.O.C.S. (Roving Outdoor Conservation School)

The Roving Outdoor Conservation School is a program for those who express an interest in conservation and natural resource management. The School will offer each participant in-depth experiences in conservation and environmental science. As each crew hikes across the Ranch, they will camp in many different forest types and participate in activities in the following areas: forestry, fire ecology, insects, fisheries management, wildlife management, geology, plant identification and dendrology, watershed management and range management. In addition, part of the trek will practice "Leave No Trace" and "Tread Lightly" techniques. Each crew will also spend six days building new trails and rebuilding existing trails.
R.O.C.S. participants must be at least sixteen years old, but not yet 21. Two 21-day treks are offered each summer. Leadership is provided by Philmont's most qualified Conservation staff.

Order of the Arrow Trail Crew

The OATC is an opportunity to join Arrowmen in cheerful service and the formation of lasting brotherhood on the trails of Philmont. The first week focuses on trail construction and maintenance. The second week is a seven day backpacking trek that is designed by the participants.
OATC participants must be at least sixteen years old, but not yet 21. The program is a fourteen day experience. Leadership is provided by Philmont's most qualified Conservation staff.

Ranch Hands

The Ranch Hands program is for participants who have a knowledge of horsemanship and horse care and want to expand their skills and experience. Limited to a select number of older participants, Ranch Hand crews will spend eight days helping the Horse Department staff with hay hauling, saddling, chores, and other horse program tasks, and then participate in their own special Cavalcade trek for eight days.

Ranch Hands participants must be at least sixteen years, but not yet 21. The program is a sixteen day experience. Leadership is provided by Philmont's most qualified Horse Department staff.

Trail Crew Trek

The Trail Crew Trek program offers Scouts and Venturers an opportunity to hike through the ranch, learning trail building and trail maintenance techniques. Leave No Trace principles and wilderness camping skills will also be experienced. Each participant will learn about the William T. Hornaday Conservation Award and develop a plan to achieve the Silver Hornaday Award. Participants must be 16 years old, but not yet 21. Crews are co-ed with co-ed leadership.

Mountain Trek

Mountain Treks are six day hiking expeditions for the children of Philmont Training Center participants. Groups of five to ten young people are organized into crews, and then trek for six days in the backcountry.
Mountain Trek participants must be at least fourteen years old by January 1 or completed the eighth grade, but not yet 21. The program is a six day experience. Leadership is provided by Philmont's most qualified Rangers.

Staff

Philmont Scout Ranch has over 950 staff positions available each summer. From working with participants in Base camp to providing program at a backcountry camp, there is something that will pique your interest. You must be 18 years of age.

SUGGESTED READING

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WILDERNESS QUOTES

The Bridge Builder

An old man going a lone highway,
Came at the evening cold and gray
To a chasm, vast and deep and wide
Through which was flowing a sullen tide.
The old man crossed in the twilight dim,
The sullen stream had no fears for him.
But, he turned when safe on the other side
And built a bridge to span the tide.
"Old man," said a pilgrim near,
"You are wasting strength in building here;
Your journey will end with the ending day,
And you never again will pass this way.
You have crossed this chasm deep and wide,
Why build you this bridge at eventide?"
The builder lifted his old grey head,
"Good friend, in this path I have come," he said,
"There follows after me today
A youth whose feet must pass this way.
This chasm that has been naught to me
To that fair haired youth may a pitfall be;
He too, must cross in the twilight dim,
Good friend, I am building that bridge for him."

The Men That Don't Fit In

There's a race of men that don't fit in
A race that can't stay still;
So they break the hearts of kith and kin,
And roam the world at will.
They range the field and they rove the flood,
And they climb the mountain's crest;
Theirs is the curse of the Gypsy blood,
And they don't know how to rest.

If they went just straight they might go far;
But they are always tired of things that are,
And they want the strange and new.
They say, "Could I find my proper groove,
What a deep mark I could make."
So they chop and change, and each fresh move
Is only a fresh mistake.
And each forgets, as he strips and runs
With a brilliant, fitful pace,
It's the steady, quiet, plodding ones
Who win in the lifelong race.
And each forgets that his youth has past,
Till he stands one day, with a hope that's dead,
In the glare of the truth at last.
He has failed, he has failed; he has missed his chance;
He has just done things by half.
Life's been a jolly good joke on him,
And now is the time to laugh.
Ha, ha. He is one of the legion lost;
He was never meant to win;
He's a rolling stone, and it's bred in the bone;
He's a man who won't fit in.

Are You Strong Enough To Handle the Critics?

It is not the critic who counts, not the man who points out how the strong man stumbles or where the doer of deeds could have done better. The credit belongs to the man who is actually in the arena, whose face is marred by dust and sweat and blood, who strives valiantly, who errs and comes short again and again because there is no effort without error and shortcoming, who knows the great devotion, who spend himself in a worthy cause, who best knows in the end the high achievement of triumph and who at first, if he fails while daring, greatly knows his place shall never be with those timid and cold souls who know neither victory or defeat.

- Theodore Roosevelt

The Road Not Taken

Two roads diverged in a yellow wood
And sorry that I could not travel both
And be one traveler I stood
And looked as far as I could
To where it bent in the undergrowth
Then took the other one just as fair
And perhaps having a better claim
Because it was grassy and wanted wear
Though as far as passing there
Had worn them really about the same.
And both that morning equally lay
In leaves no step and trodden back
Oh, I kept the first for another day!
Yet knowing how ways lead onto way
I doubted if I should ever come back.
I shall be telling with a sigh
Somewhere ages and ages hence;
Two roads diverged in a yellow wood, and I
I took the one less traveled by
And that has made all the difference.

- Robert Frost

At the end of the open road, we come to ourselves.

- Louis Simpson

Today is a new day; you'll get out of it what you put into it. If you have mad mistakes, even serious mistakes, you can make a new start whenever you choose. For the new thing was call failure is not falling but staying down.

- Mary Pickford.

To achieve the impossible, one must think absurd; to look where everyone has looked, but to see what no one else has seen.

- Unknown

Live as to die tomorrow. Learn as to live forever.
- Isadore of Seville

Where we begin and where we finish are little more than reference points. What truly matters is what happens between them.
- Hung Tsu

The unknown is not to be avoided, it is to be examined, understood and accepted. Fear should not be handled the same way.
- Dave Marinaccio

Experience is not what happens to a man. It is what a man does with what happens to him.
- Aldous Huxley

Somehow, I can't believe there are many heights that can't be scaled by a man who knows the secret that can be summarized in the four C's. They are curiosity, confidence, courage, and consistency, and the greatest of these is confidence. When you believe a thing, believe it all the way. Have confidence in your ability to do right. And work hard to do the best possible job.
- Walt Disney

A man can fail many times but he isn't a total failure until he begins to blame someone else for his own deficiencies.
- Waite Phillips

Most people are about as happy as they make their minds up to be.
- Abraham Lincoln

Up to a point in a man's life is shaped by environment, heredity, and movements and changes in the world around him. There comes a time where it lies within his grasp to shape the clay of his life into the sort of thing he wishes to be. Only the weak blames parents, their lack of good fortune or the quirks of fate. Everyone has it within his power to say, "This I am today. That I will be tomorrow."
- Abraham Lincoln

Society speaks and all men listen; mountains speak and wise men listen.
- John Muir

Live each day as you would climb a mountain. An occasional glance towards the summit puts the goal in mind. Many beautiful scenes can be observed from each new vantage point. Climb steadily, slowly, enjoy each passing moment; and the view from the summit will serve as a fitting climax to the journey.
- Joe Porcino

When I go quiet, I stop hearing myself and start hearing the world outside me. Then I hear something very great.
- Unknown

On last final paragraph of advice: Do not burn yourselves out. Be as I am- a reluctant enthusiast, a part time crusader, a half-hearted fanatic. Save the other half of yourselves and your lives for pleasure and adventure. It is not enough to fight for the land; it is even more important to enjoy it while you still can. While it's still there. So get out there and hunt and fish and mess around with your friends, ramble out yonder, and explore the forests, encounter the grizz, climb mountains, bag peaks, run the rivers, breathe deep of that yet sweet and lucid air, sit quietly for awhile and contemplate the precious stillness, that lovely mysterious and awesome space. Enjoy yourselves, keep your brain in your head and your head attached to your body, the body active and alive, and I promise you this one sweet victory over our enemies, over those desk bound people with their hearts in a safe-deposit box and their eyes hypnotized by desk calculators. I promise you this: YOU WILL OUTLIVE THE BASTARDS.
- Edward Abbey

Conservation is the foresighted utilization, preservation and/or renewal of forests, waters, lands and minerals, for the greatest good of the greatest number, for the longest time.
- Gifford Pinchot

If future generations are to remember us with gratitude rather than contempt, we must leave them more than the miracles of technology. We must leave them a glimpse of the world as it was in the beginning, not just after we got through with it.

- President Lyndon B. Johnson

Thousands of tired, nerve-shaken, over-civilized people are beginning to find out that going to the mountain is going home; that wildness is necessity; that mountain parks and reservations are useful not only as fountains of timber and irrigating rivers, but as fountains of life.

- John Muir

Eventually, all things merge into one, and a river runs through it. The river was cut by the world's great flood and runs over rocks from the basement of time. On some of the rocks are timeless raindrops. Under the rocks are the words, and some of the words are theirs. I am haunted by waters.

- Norman Maclean

Without enough wilderness America will change. Democracy, with its myriad personalities and increasing sophistication, must be fibred and vitalized by the regular contact with outdoor growths -- animals, trees, sun warmth, and free skies -- or it will dwindle and pale.

-Walt Whitman

You cannot stay on the summit forever; you have to come down again. So why bother in the first place?
Just this: What is above knows what is below, but what is below does not know what is above. One climbs, one sees. One descends, one sees no longer, but one has seen. There is an art of conducting oneself in the lower regions by the memory of what one saw higher up. When one can no longer see, one can at least still know.

- Rene Daumal

I went to the woods because I wished to live deliberately, to front only the essential facts of life, and see if I could not learn what it had to teach, and not, when I came to die, discover that I had not lived.

- Henry David Thoreau

Men go back to the mountains, as they go back to sailing ships at sea, because in the mountains and on the sea they must face up, as did men of another age, to the challenge of nature. Modern man lives in a highly synthetic kind of existence. He specializes in this and that. Rarely does he test all his powers or find himself whole. But in the hills and on the water the character of a man comes out.

- Abram T. Collier

We do not inherit the earth from our ancestors; we borrow it from our children.

- Haida Indian Saying

It was kind of solemn, drifting down the big, still river, laying on our backs, looking up at stars, and we didn't even feel like talking aloud.

- Mark Train, Adventures of Huckleberry Finn

Only after the last tree has been cut down
Only after the last river has been poisoned
Only after the last fish has been caught
Only then you will find out that money cannot be eaten.

- Cree Indian Prophecy

We simply need that wild country available to us, even if we never do more than drive to its edge and look in. For it can be a means of reassuring ourselves of our sanity as creatures, a part of the geography of hope.

- Wallace Stegner

A society grows great when old men plant trees whose shade they know they shall never sit in.

- Greek Proverb

Wilderness is not a luxury but a necessity of the human spirit.
- Edward Abbey

Something will have gone out of us as a people if we ever let the remaining wilderness be destroyed. We need wilderness preserved - as much of it as still left, and as many kinds - because it was the challenge against which our character as a people was formed. The reminder and the reassurance that it is still there is good for our spiritual health. It is important to us when we are old simply because it is there - important, that is, simply as an idea.
- Wallace Stegner

There are some who can live without wild things and some who cannot. Like winds and sunsets, wild things were taken for granted until progress began to do away with them. Now we face the question of whether a higher 'standard of living' is worth its cost in things natural, wild and free.
- Aldo Leopold

We need wilderness because we are wild animals. Every man needs a place where he can go to go crazy in peace. Every Boy Scout troop deserves a forest to get lost, miserable, and starving in.
- Edward Abbey

Another factor in maintaining balance involves the element of time. As we peer into society's future, we - you and I, and our government - must avoid the impulse to live only for today, plundering for, our own ease and convenience, the precious resources of tomorrow. We cannot mortgage the material assets of our grandchildren without asking the loss also of their political and spiritual heritage. We want democracy to survive for all generations to come, not to become the insolvent phantom of tomorrow.
- Dwight D. Eisenhower

And forget not that the earth delights to feel your bare feet and the winds long to play with your hair.
- Kahlil Gibran.

Must we always teach our children with books? Let them look at the stars and the mountains above. Let them look at the waters and the trees and flowers on Earth. Then they will begin to think, and to think is the beginning of a real education.
- David Polis

Natural wilderness is a factor for world stability -- an active agent in maintaining a habitable world.
- Sir Frank Fraser Darling

The best way out is always through.
- Robert Frost

Once in a while you find a place on earth that becomes your very own. A place undefined. Waiting for you to bring your color, yourself. A place untouched, unspoiled, undeveloped. Raw, honest, and haunting. No one, nothing is telling you how to feel or who to be. Let the mountains have you for a day. . .
- Sundance

The wilderness needs no defense -- only more defenders.
- Aldo Leopold

To laugh is to risk appearing the fool.
To weep is to risk involvement.
To expose feelings is to risk exposing our true self.
To place your ideas, your dreams before the crowd is to risk loss.
To love is to risk not being loved in return.
To live is to risk dying.
To hope is to risk despair.
To try at all is to risk failure.
But to risk we must,
Because the greatest hazard in life, is to risk nothing.
The man, the woman, who risks nothing, does nothing, has nothing, is nothing.
-Richard Bach, from Illusions

railroad stopped running in 1928. Raton is pronounced Rat-tone.

Coal Mine (6M, P)

- The remains of two old coal mines can be seen near the Chase Ranch HQ one on each side of the road. Seams of low-grade coal can be seen in road cuts.

Valle Vidal Unit of the Carson National Forest (6M, P)

- The 100,000 acre of the Valle Vidal was part of the WS Ranch before being donated to the US Government in 1982 by the Pennzoil Company. The Valle Vidal border Philmont to the north around Dan Beard camp. Philmont uses four staffed camps in the Valle Vidal: Ring Place, Rich Cabins, Seally Canyon and Whiteman-Vega. This area saw vast usage through the years as logging communities, ranch land, and homesteads. Valle Vidal is pronounced Vah-yay Vee-dal, and is interpreted as "beautiful valley" or "lush valley" in Spanish.

Little Costilla Peak (6M, P)

- 12,584 feet. Northeast of Philmont, Little Costilla is in the Valle Vidal. Higher than Baldy Mountain, it can be seen from Sioux Camp, Dan Beard, and peaks and ridges across Philmont. It is closed to use until July 1st, for elk calving. Costilla is pronounced Cost-tee-yah.

North Ponil Canyon (6M, P)

- As many of the canyons in this area, it was logged during the early part of the century. Archaeological sites found in this canyon indicate that Indian people lived here from 400 AD through 1400 AD. Their diet consisted of plants, game, corn, beans, and squash. A flood irrigation system watered plants. Daily activities other than farming, included basket weaving, pottery, and constructing underground pit houses to live in. Petroglyphs pecked into the canyon walls can still be seen today. Indian Writings staff camp offers an archaeology dig, tour of the petroglyphs, and pit-house.

Penitente Canyon (6M, P)

- A graveyard at the mouth of the canyon, as well as ruins of a small chapel, was used by the Penitentes. They were a religious brotherhood that originated in the 1700's.

Graveyard Canyon (6M, P)

- Several wooden crosses at the mouth of this canyon mark the graves of Spanish settlers. The ruins of an old chapel are also visible. The Middle and North Ponil Canyons have the remains of about 30 settlers and Native Americans.

Ponil Canyon (6M, P)

- The Ponil, is a knee-high bushy shrub with white feathery blooms, also known as Apache Plume. The walls of the canyon are beach and basin deposits from the Cretaceous and Tertiary periods (25-90 million years ago). They are part of a huge sandstone belt extending into Colorado.

Archaeology Site (P)

- Just before Ponil, directly across from the horse feeding rack, there exists a small archaeological site dating from about 1100 AD. The Indians farmed corn in the bottom of the canyon, near this site.

Ponil Camp (P)

- This camp was the original base camp for the Philturn Rocky Mountain Scout Camp from 1938-1941. The dining hall and cantina/trading post, along with other structures throughout the canyon are from the original era of Philturn. The area was once called Five Points because five canyons (Middle Ponil, Ponil, South Ponil, Cedar and Horse) join at this point.

Bent Camp (P)

- This camp was named after Charles Bent, a friend of Beaubien and a fourth partner in the huge land grant. He and his brother built the famous Bent's Fort along the Santa Fe Trail in Colorado. Bent became the first American governor of the Territory of New Mexico but was killed, along with Beaubien's son in the Taos uprising of January 1847. Taos is pronounced as Ta-oh-s.

Low Grade Coal Deposits (TC)

- Remnants of old coal mines can be seen along the Cimarron Canyon. There are also oil impregnated shale deposits to be found in the canyon as well. They are part of the Vermejo Formation.

Route of the Railroad and Original Road (TC)

- The highway covers the old railroad that was use by the St. Louis, Rocky Mountain and Pacific Railroad company. This track connected with the Santa Fe Railroad in Raton. Planned in 1893 by Thomas B. Harlan, the first train did not roll into Cimarron until 1906. The railroad was meant to take supplies to Baldy Town and bring out gold. It terminated at Ute Park, fifteen miles up the Cimarron Canyon, although plans were made to extend it to the Pacific Coast.

Gauging Station (TC)

- On the south side of the highway, just before the Philmont boundary, the gauging station measures the flow of water through the Cimarron River. The concrete building gives the first treatment to water carried in a fourteen-inch pipe to Raton for its reserve supply.

Turkey Creek Canyon (TC)

- A canyon to the north, just past the gauging station, is known as Turkey Creek Canyon. The hideout of Black Jack Ketchum is up this canyon. Black Jack Ketchum was a noted member of the Wild Bunch gang and an outlaw, specializing in train robbery. Many lawmen attempted his capture, but none succeeded in bringing him to justice. Finally, a Pinkerton agent was sent here to seek him out. The Pinkerton Agency was a respected private investigation company of the era. Supposedly, as the agent stopped along the canyons to water his horses, he carved Black Jack's face on the rocks. The carved face is outside the Philmont Museum and Seton Library now. While attempting a train robbery in 1899, Ketchum was caught. He was hanged in Clayton New Mexico in 1900.

Lower Heck House (C)

- This house on the south side of the Cito Road was constructed by German immigrant Mathias Heck's descendents. The original Heck family bought a tract of land along the Cimarroncito Creek in 1876. The Heck's are still a prominent family in this area. Year-round staff and their families now occupy the two Heck houses.

Upper Heck House (C)

- The house was built by German immigrant Mathias Heck, who settled on a tract of land along the Cimarroncito Creek in 1876. His family sold the Heck ranch to Phillips in the 1920's.

Heck Cemetery (C)

- The family plot contains on headstone and two graves, those of Mathias Heck and his wife, Margaret. The family still has burial privileges.

Webster Lake (C)

- George Webster created this reservoir (which he called Reservoir No. 1) in 1907; one of the projects he masterminded in developing his Urraca Ranch. The water was used to irrigate the bottom lands, devoted mainly to alfalfa and apple orchards. He also introduced elk and

established a state game preserve. Phillips later added to Webster's cabin at Fish Camp after he purchased the Urraca Ranch in 1923.

Cathedral Rock (C)

- This massive formation is an outcropping of Dacite Porphyry, an intrusive igneous rock that seeped into the joints and cracks of the older Shales during the Tertiary Period (sixty million years ago). The softer Shale has since eroded from the more resistant Dacite Porphyry.

Cimarroncito Reservoir (C)

- The reservoir is the sole source of Cimarron's water supply. The town bought the water rights from George Webster, who built the original dam. For almost sixty years, the water flowed down to Cimarron through wooden pipes bound by wire. After surviving the 1965 flood, the pipes were replaced in 1970. Wooden sections are still visible between the dam and Cathedral Rock camp.

Shaefer's Peak (C)

- 9,413 feet.

Shaefer's Pass (C)

SOUTH BOUND TOURS

Hayward Residence (Z, LL)

- The Ladd family lived in this house on their eighty acre orchard, which lay between the Urraca and Cimarroncito creeks. Phillips purchased the land in 1922 and his ranch manager, Gene Hayward, occupied the house. It is now home for Philmont's Director of Program.

Tooth of Time (Z, LL)

- "An igneous intrusion of Dacite Porphyry formed in the Tertiary period twenty-two to forty million years ago...

today!" Supposedly settlers sighting this landmark along the Santa Fe Trail knew they had about a week to ten days until reaching Santa Fe. The Tooth Ridge trail was constructed by Waite Phillips, often using dynamite.

Philmont Museum and Seton Memorial Library (Z, LL)

- Built in 1967 through the generosity of L.O. Crosby of Picayune, Mississippi, this building has exhibits from Philmont's rich history and houses the personal library of the first Chief Scout of the Boy Scouts of America, Ernest Thompson Seton. Collections include Native American artifacts, specimens from Seton's animal studies, and over 3,000 paintings, drawings, and sketches by the famed outdoorsman.
  The museum also features a Scouting history and Western archive including fiction, BSA annual Reports to Congress, old Boy's Life magazines, past issues of Scouting magazine, biographies, and a copy of the original Boy Scout Handbook written in 1910 by Seton.

Lovers Leap (Z, LL)

- Many locales across the country have a story and site similar to our Lover's Leap. We do know however, that this area's legend predates Philmont.
  The legend states that in year's past, Indians from the village of Taos were in the habit of roaming over the northern part of New Mexico on hunting trips. It was customary for them to camp in the nearby meadow called, Urraca Park; so called because of the great number of Magpies in the area. The party was celebrating a successful trip by singing and chanting their hunting song. In the midst of celebration, Ka, the chief of the hunt, paused and gazed towards the rock. Everyone noticed that outlined against the sky, on the edge of the precipice, stood a man and a maiden. The man was dressed as a chief. He was on his knees pleading with the woman, yet with a gesture of disdain she turned and stepped away. The man rose, walked

to the edge, and hurled himself off shouting, "Asi se murio su novio" (so your lover dies). Half of the Indian party split; some hurried down to where the man's body lay, while other rushed up to where the woman stood. The man was Chirina, son of the chief of the Cochitenos tribe. The maiden was named Enriqueta, found on the plains after a band of settlers had been attacked by the Apaches. She had grown up among the tribe, and it had been Chirin's purpose in life to make her his squaw. The man's body was buried as the base of the rock. The maid was taken back to Taos. She died soon after, due to a broken heart. They buried her body next to her lover's at the base of the rock.

Grizzly Tooth (Z, LL)

- 8,983 feet. An intrusion of Dacite Porphyry, Grizzly Tooth is visible against the ridge beyond Shafer's Peak. According to the map and contrary to appearances, Grizzly Tooth tops the Tooth of Time by two feet. However, since Grizzly Tooth was measured with a possible error of six feet, versus a measurement of the Tooth that's accurate to six inches, we cannot tell which one is actually higher.

Cattle Headquarters (Z, LL)

- This is the headquarters for Philmont's wranglers and horseman, build by Waite Phillips in the 1920's. The ranch raises commercial beef with a herd of 250 cressbred Hereford cattle, 250 horses, 80 burros and has 100 bison. While Philmont was given to the BSA with no stipulations, the ranch is kept operational to honor Phillips' wish that Scouts be able to see a working cattle ranch. Livestock brands can only be registered to one owner. Therefore, Philmont's cattle are registered directly through the ranch itself and designated with a "bar P and backwards S." The horses are registered through the Boy Scouts of America and designated with just a single "slash and backwards S."

Nairn Place (Z, LL)

- The Nairn Place was built as a mountain retreat in 1922 by Jack Nairn, who called it "Casa de Gavilan" (House of the hawk). Waite Phillips bought the house in 1943 after giving his Villa to the Boy Scouts and then sold it several years later with the remainder of his ranch (the UU bar) to McDaniel and Sons, ranchers from Arizona. Today the house is open as a bed and breakfast, the only private property within Philmont's boundaries.

Santa Fe Trail (Z, LL)

- Highways 64 and 21 follow the mountain branch of the Santa Fe Trail, used by travelers and settlers beginning in 1822. The trail was originally used to carry goods to Santa Fe in exchange for gold, silver, mules, and furs. Later, wagon trains rolled over the trail, stopping in Cimarron to re-supply and rest. The Santa Fe Trail was rarely a single set of wheel tracks, but often was miles wide. Some alternate routes bypassed Cimarron completely. It began in Independence, Missouri and ran west, splitting at Fort Dodge in Kansas. The Mountain Route swung north through Bent's Fort in southeastern Colorado, then through Raton Pass and Cimarron, joining the southern Dry Cimarron Branch near Las Vegas before continuing to Santa Fe. Additionally, this section of trail was once used as a stage line from Denver to Santa Fe until the Santa Fe Railroad was built in New Mexico in 1879.

Trail Peak (Z, LL)

- 10,242 feet. The wreckage of an Army Air Forces B-24D Liberator bomber is located just below the crest. On April 22, 1942, the plane was off course in stormy weather, when it hit the side of the mountain. All seven crew members were killed on the return leg of their training flight to Kansas City from the Combat Crew Training School base at Kirtland Field in Albuquerque.. The school's mission was to transition young pilots to four-engine bombers before

their assignment to operational bomb groups. The two trainee pilots had both been Boy Scouts; Lt. Charles Reynard had been a Start Scout in Hiram, Ohio, and Lt. Roland Jeffries had been a prominent Eagle Scout in Kansas City. The instructors were a contract crew employed by TWA.

Bad weather seriously limited search efforts, but the plane was discovered by another Kirtland-based B-24 that found the wreckage on May 1, 1942. Deep snow hampered the recovery of the bodies, but the search party, led by Elliott "Chope" Phillips, reached the crash site on May 3, 1942. Over the years, the olive drab paint peeled away to a bare aluminum. The Philmont Staff Association painted the most visible wreckage yellow in order to discourage pilot reports of a "new crash." The wreckage should be treated with great respect, and not made the subject of jokes or graffiti. Brave men died on that site.

To reach his Rayado Lodge (Fish Camp), Phillips and his family traveled by horse to the Crater Lake cabin and then south, over Webster's Pass. Trail Peak was so named because that trail passed below it. No trails ascended the peak until the first one was completed in the 1940s.

Urraca Mesa (Z, LL)

- This mesa is capped with basalt; remnants of lava flows that poured from the Crater Peak volcano, four million years ago. Urraca is pronounced as You-rock-ah and means magpie in Spanish.

UU Bar Ranch (Z, LL)

- The area from the base of Urraca Mesa on the east side of the road to Rayado is part of the UU Bar Ranch. This 125,000 acre area was the lst part of the ranch that Phillips owned. Much more suitable for grazing than camping, Phillips sold it to McDaniel and Sons, Arizona ranchers, with the Nairn Place in the 1940's. Interesting to note, Waite Phillips originally wanted the letter "W" for his brand. However, this marking was already taken. So he chose two "U's" and pronounced it the "Double-U Bar."

Rayado (Miami) Mesa (Z)

- Rayado Mesa and Gonzalitos Mesa (to the southeast) is commonly called Miama Mesa. The town of Miami was partially settled by the Dunkards, a religious sect from Miami, Ohio in the early 1900's.

Ortega Mesa (Z)

- This mesa is located west of Rayado Mesa. Until the 1860's the quickest route to Taos from the Cimarron area was the "Taos Trail." This primitive trail followed the Moras Creek over Ortega Mesa through the parklands to Moreno Valley (the Angel Fire area) and over Palo Osha Pass to Taos. It was used by the Comanche Indians when trading with the Taos Pueblo and later by trappers and traders. After gold was discovered, Cimarron Canyon became the preferred route as the rough, narrow trail was improved.

Rayado Peak (Z)

- 9,805 feet.

Crater Peak (Z)

- 9,748 feet. Four million years ago, this buffalo shaped peak, was an active volcano. It was responsible for the Basalt capping the areas mesas.

Rayado (Z)

- Rayado means "Striped" or "Lined" in Spanish, a possible reference to the area's striated cliffs or the facial decorations of the local Native Americans. One of the original two owners of the land grant, Charles Beaubien, picked his son-in-law, Lucien Maxwell to establish the Rayado settlement

in 1848. Kit Carson, a longtime friend of Maxwell, joined him as a partner in 1849, leaving in 1854 to become the Indian Agent in Taos. Clashes with the Ute and Jicarilla Apaches were common, and a detachment of the US Army Dragoons (mounted infantry) was stationed there in 1850 and 1851 before Fort Union was completed to the south. The Dragoons at "Post Rayado" protected the settlers in the area and also improved Rayado financially by renting quarters and stables from Maxwell. After overseeing Beaubien's ranch for nearly a decade, Maxwell moved eleven miles north to the banks of the Cimarron River and established a much larger operation. Among the settlers at Rayado were Jesus Abreu and his family, who after a brief interim bought the settlement from Beaubien and Maxwell. For many years the Abreu's operated the prosperous ranch in addition to providing hot meals and a store for passengers on the stage route to Santa Fe. Jesus Abreu's son finally sold the settlement in 1911. Philmont has restored the settlement and has staff recreating time period living. The historic structures of the Rayado settlement were placed on the National Register of Historic Places in 1993. Rayado is pronounced Ray-ah-doe. Abreu is pronounced Ah-bray-you. Beaubien is pronounced as Bow-be-en.

Holy Child Chapel (Z)

- This chapel was built in 1902 by Petra Beaubien-Abreu in memory of he husband Jesus. Catholic services are held throughout the summer by Philmont chaplains. Behind the museum is the Abreu cemetery plot, where the family still has burial rights.

Kit Carson Museum and Home Site (Z)

- Kit Carson lived from 1849 to 1854 at his home in Rayado, though he frequently was absent. After many years of disrepair, Philmont rebuilt his adobe house, finishing in 1950. In the fifties and sixties, Carson-Maxwell, as it was once known, was one of the three "base camps," along with

Ponil and Cimarroncito, where crews departed for the backcountry. Today it is a museum, where visitors can watch a blacksmith working the forge and other interpretive staff living the way they would have in Maxwell's and Carson's day.

Stonewall Pass (Z, LL)

- The stone wall was built in 1861 by Portuguese immigrant Peter Joseph. Joseph was a local rancher, trapper, and trader. The wall was used to separate his ranch from Jose Pley's property, the Rayado Ranch. Joseph died less than a year after purchasing the land from Beaubien and Maxwell, but portions of the wall still stand today. Barbed wire was not used because it was not invented until the early 1870's.

Fowler Mesa (Z)

- Phillips named the mesa after a fur trader named Jacob Fowler after reading about him. Fowler passed through the area in 1821. In 1822 he was one of the first Americans granted permission to trap and trade on what was then Mexican land. The mesa is capped with the Basalt that once flowed as lava from the Crater Peak volcano, four million years ago.

Zastrow (Z)

- Built in 1949, Zastro was the base for Philmont's Wood Badge courses. Philmont adopted the name from a cow camp called Zastrow, used by Waite Phillips's cowboys while driving cattle to summer pastures. Paul Zastrow was a Russian immigrant who bought 600 acres of land, west of the Abreu home after their ranch was parceled and sold in 1911.

Rayado Canyon (Z)

- The canyon has been formed since the last eruption of Crater Peak, four million years ago. The river slowly sliced through Basaltic flows at the rim, down to the Pre-Cambrian

Gneiss and Schist at the bottom, which is more than 900 million years old.

Rocky Mountain Scout Camp (LL)

- This camp was built in 1972 for younger Scouts, whose parents are attending conferences at the Training Center. However, since 1992, the camp has been used for the National Junior Leader Instructor Training courses held throughout the summer.

Stockade (LL)

- The Stockade, was a staffed camp in earlier years, but was destroyed by a tornado in 1960. A smaller structure was built near the original site, which has been primarily used for activities by the Training Center.

Shafer's Peak (LL)

- 9,414 feet.

Shafer's Pass (LL)

SPECIAL TREK PROGRAMS

Rayado

Young men and women who have a great desire for adventure have the opportunity to participate in one of Philmont's most challenging experience- the Rayado program. Many miles of rugged trails and high peaks await those who take the challenge to become a Rayado participant. The program is designed specifically to challenge's one's mental, spiritual and physical abilities. Rayado participants learn the true meaning of adventure, fun and "expecting the unexpected."
Rayado participants must be at least fifteen years old, but not yet 21. Two 20-day treks are offered each summer. Leadership is provided by Philmont's most qualified Rangers.

R.O.C.S. (Roving Outdoor Conservation School)

The Roving Outdoor Conservation School is a program for those who express an interest in conservation and natural resource management. The School will offer each participant in-depth experiences in conservation and environmental science. As each crew hikes across the Ranch, they will camp in many different forest types and participate in activities in the following areas: forestry, fire ecology, insects, fisheries management, wildlife management, geology, plant identification and dendrology, watershed management and range management. In addition, part of the trek will practice "Leave No Trace" and "Tread Lightly" techniques. Each crew will also spend six days building new trails and rebuilding existing trails.
R.O.C.S. participants must be at least sixteen years old, but not yet 21. Two 21-day treks are offered each summer. Leadership is provided by Philmont's most qualified Conservation staff.

Order of the Arrow Trail Crew

The OATC is an opportunity to join Arrowmen in cheerful service and the formation of lasting brotherhood on the trails of Philmont. The first week focuses on trail construction and maintenance. The second week is a seven day backpacking trek that is designed by the participants.
OATC participants must be at least sixteen years old, but not yet 21. The program is a fourteen day experience. Leadership is provided by Philmont's most qualified Conservation staff.

Ranch Hands

The Ranch Hands program is for participants who have a knowledge of horsemanship and horse care and want to expand their skills and experience. Limited to a select number of older participants, Ranch Hand crews will spend eight days helping the Horse Department staff with hay hauling, saddling, chores, and other horse program tasks, and then participate in their own special Cavalcade trek for eight days.

Ranch Hands participants must be at least sixteen years, but not yet 21. The program is a sixteen day experience. Leadership is provided by Philmont's most qualified Horse Department staff.

Trail Crew Trek

The Trail Crew Trek program offers Scouts and Venturers an opportunity to hike through the ranch, learning trail building and trail maintenance techniques. Leave No Trace principles and wilderness camping skills will also be experienced. Each participant will learn about the William T. Hornaday Conservation Award and develop a plan to achieve the Silver Hornaday Award. Participants must be 16 years old, but not yet 21. Crews are co-ed with co-ed leadership.

Mountain Trek

Mountain Treks are six day hiking expeditions for the children of Philmont Training Center participants. Groups of five to ten young people are organized into crews, and then trek for six days in the backcountry.
Mountain Trek participants must be at least fourteen years old by January 1 or completed the eighth grade, but not yet 21. The program is a six day experience. Leadership is provided by Philmont's most qualified Rangers.

Staff

Philmont Scout Ranch has over 950 staff positions available each summer. From working with participants in Base camp to providing program at a backcountry camp, there is something that will pique your interest. You must be 18 years of age.

SUGGESTED READING

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Wallis, Michael. *Beyond the Hills: The Journey of Waite Phillips*. Oklahoma Heritage Association, 1995.

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WILDERNESS QUOTES

The Bridge Builder

An old man going a lone highway,
Came at the evening cold and gray
To a chasm, vast and deep and wide
Through which was flowing a sullen tide.
The old man crossed in the twilight dim,
The sullen stream had no fears for him.
But, he turned when safe on the other side
And built a bridge to span the tide.
"Old man," said a pilgrim near,
"You are wasting strength in building here;
Your journey will end with the ending day,
And you never again will pass this way.
You have crossed this chasm deep and wide,
Why build you this bridge at eventide?"
The builder lifted his old grey head,
"Good friend, in this path I have come," he said,
"There follows after me today
A youth whose feet must pass this way.
This chasm that has been naught to me
To that fair haired youth may a pitfall be;
He too, must cross in the twilight dim,
Good friend, I am building that bridge for him."

The Men That Don't Fit In

There's a race of men that don't fit in
A race that can't stay still;
So they break the hearts of kith and kin,
And roam the world at will.
They range the field and they rove the flood,
And they climb the mountain's crest;
Theirs is the curse of the Gypsy blood,
And they don't know how to rest.

If they went just straight they might go far;
But they are always tired of things that are,
And they want the strange and new.
They say, "Could I find my proper groove,
What a deep mark I could make."
So they chop and change, and each fresh move
Is only a fresh mistake.
And each forgets, as he strips and runs
With a brilliant, fitful pace,
It's the steady, quiet, plodding ones
Who win in the lifelong race.
And each forgets that his youth has past,
Till he stands one day, with a hope that's dead,
In the glare of the truth at last.
He has failed, he has failed; he has missed his chance;
He has just done things by half.
Life's been a jolly good joke on him,
And now is the time to laugh.
Ha, ha. He is one of the legion lost;
He was never meant to win;
He's a rolling stone, and it's bred in the bone;
He's a man who won't fit in.

Are You Strong Enough To Handle the Critics?

It is not the critic who counts, not the man who points out how the strong man stumbles or where the doer of deeds could have done better. The credit belongs to the man who is actually in the arena, whose face is marred by dust and sweat and blood, who strives valiantly, who errs and comes short again and again because there is no effort without error and shortcoming, who knows the great devotion, who spend himself in a worthy cause, who best knows in the end the high achievement of triumph and who at first, if he fails while daring, greatly knows his place shall never be with those timid and cold souls who know neither victory or defeat.

- Theodore Roosevelt

The Road Not Taken

Two roads diverged in a yellow wood
And sorry that I could not travel both
And be one traveler I stood
And looked as far as I could
To where it bent in the undergrowth
Then took the other one just as fair
And perhaps having a better claim
Because it was grassy and wanted wear
Though as far as passing there
Had worn them really about the same.
And both that morning equally lay
In leaves no step and trodden back
Oh, I kept the first for another day!
Yet knowing how ways lead onto way
I doubted if I should ever come back.
I shall be telling with a sigh
Somewhere ages and ages hence;
Two roads diverged in a yellow wood, and I
I took the one less traveled by
And that has made all the difference.

- Robert Frost

At the end of the open road, we come to ourselves.

- Louis Simpson

Today is a new day; you'll get out of it what you put into it. If you have mad mistakes, even serious mistakes, you can make a new start whenever you choose. For the new thing was call failure is not falling but staying down.

Mary Pickford.

To achieve the impossible, one must think absurd; to look where everyone has looked, but to see what no one else has seen.

- Unknown

Live as to die tomorrow. Learn as to live forever.
- Isadore of Seville

Where we begin and where we finish are little more than reference points. What truly matters is what happens between them.
- Hung Tsu

The unknown is not to be avoided, it is to be examined, understood and accepted. Fear should not be handled the same way.
- Dave Marinaccio

Experience is not what happens to a man. It is what a man does with what happens to him.
- Aldous Huxley

Somehow, I can't believe there are many heights that can't be scaled by a man who knows the secret that can be summarized in the four C's. They are curiosity, confidence, courage, and consistency, and the greatest of these is confidence. When you believe a thing, believe it all the way. Have confidence in your ability to do right. And work hard to do the best possible job.
- Walt Disney

A man can fail many times but he isn't a total failure until he begins to blame someone else for his own deficiencies.
- Waite Phillips

Most people are about as happy as they make their minds up to be.
- Abraham Lincoln

Up to a point in a man's life is shaped by environment, heredity, and movements and changes in the world around him. There comes a time where it lies within his grasp to shape the clay of his life into the sort of thing he wishes to be. Only the weak blames parents, their lack of good fortune or the quirks of fate. Everyone has it within his power to say, "This I am today. That I will be tomorrow."
- Abraham Lincoln

Society speaks and all men listen; mountains speak and wise men listen.
- John Muir

Live each day as you would climb a mountain. An occasional glance towards the summit puts the goal in mind. Many beautiful scenes can be observed from each new vantage point. Climb steadily, slowly, enjoy each passing moment; and the view from the summit will serve as a fitting climax to the journey.
- Joe Porcino

When I go quiet, I stop hearing myself and start hearing the world outside me. Then I hear something very great.
- Unknown

On last final paragraph of advice: Do not burn yourselves out. Be as I am- a reluctant enthusiast, a part time crusader, a half-hearted fanatic. Save the other half of yourselves and your lives for pleasure and adventure. It is not enough to fight for the land; it is even more important to enjoy it while you still can. While it's still there. So get out there and hunt and fish and mess around with your friends, ramble out yonder, and explore the forests, encounter the grizz, climb mountains, bag peaks, run the rivers, breathe deep of that yet sweet and lucid air, sit quietly for awhile and contemplate the precious stillness, that lovely mysterious and awesome space. Enjoy yourselves, keep your brain in your head and your head attached to your body, the body active and alive, and I promise you this one sweet victory over our enemies, over those desk bound people with their hearts in a safe-deposit box and their eyes hypnotized by desk calculators. I promise you this: YOU WILL OUTLIVE THE BASTARDS.
- Edward Abbey

Conservation is the foresighted utilization, preservation and/or renewal of forests, waters, lands and minerals, for the greatest good of the greatest number, for the longest time.
- Gifford Pinchot

If future generations are to remember us with gratitude rather than contempt, we must leave them more than the miracles of technology. We must leave them a glimpse of the world as it was in the beginning, not just after we got through with it.

- President Lyndon B. Johnson

Thousands of tired, nerve-shaken, over-civilized people are beginning to find out that going to the mountain is going home; that wildness is necessity; that mountain parks and reservations are useful not only as fountains of timber and irrigating rivers, but as fountains of life.

- John Muir

Eventually, all things merge into one, and a river runs through it. The river was cut by the world's great flood and runs over rocks from the basement of time. On some of the rocks are timeless raindrops. Under the rocks are the words, and some of the words are theirs. I am haunted by waters.

- Norman Maclean

Without enough wilderness America will change. Democracy, with its myriad personalities and increasing sophistication, must be fibred and vitalized by the regular contact with outdoor growths -- animals, trees, sun warmth, and free skies -- or it will dwindle and pale.

-Walt Whitman

You cannot stay on the summit forever; you have to come down again. So why bother in the first place?
Just this: What is above knows what is below, but what is below does not know what is above. One climbs, one sees. One descends, one sees no longer, but one has seen. There is an art of conducting oneself in the lower regions by the memory of what one saw higher up. When one can no longer see, one can at least still know.

- Rene Daumal

I went to the woods because I wished to live deliberately, to front only the essential facts of life, and see if I could not learn what it had to teach, and not, when I came to die, discover that I had not lived.

- Henry David Thoreau

Men go back to the mountains, as they go back to sailing ships at sea, because in the mountains and on the sea they must face up, as did men of another age, to the challenge of nature. Modern man lives in a highly synthetic kind of existence. He specializes in this and that. Rarely does he test all his powers or find himself whole. But in the hills and on the water the character of a man comes out.

- Abram T. Collier

We do not inherit the earth from our ancestors; we borrow it from our children.

- Haida Indian Saying

It was kind of solemn, drifting down the big, still river, laying on our backs, looking up at stars, and we didn't even feel like talking aloud.

- Mark Train, Adventures of Huckleberry Finn

Only after the last tree has been cut down
Only after the last river has been poisoned
Only after the last fish has been caught
Only then you will find out that money cannot be eaten.

- Cree Indian Prophecy

We simply need that wild country available to us, even if we never do more than drive to its edge and look in. For it can be a means of reassuring ourselves of our sanity as creatures, a part of the geography of hope.

- Wallace Stegner

A society grows great when old men plant trees whose shade they know they shall never sit in.

- Greek Proverb

Wilderness is not a luxury but a necessity of the human spirit.
- Edward Abbey

Something will have gone out of us as a people if we ever let the remaining wilderness be destroyed. We need wilderness preserved as much of it as still left, and as many kinds - because it was the challenge against which our character as a people was formed. The reminder and the reassurance that it is still there is good for our spiritual health. It is important to us when we are old simply because it is there - important, that is, simply as an idea.
- Wallace Stegner

There are some who can live without wild things and some who cannot. Like winds and sunsets, wild things were taken for granted until progress began to do away with them. Now we face the question of whether a higher 'standard of living' is worth its cost in things natural, wild and free.
- Aldo Leopold

We need wilderness because we are wild animals. Every man needs a place where he can go to go crazy in peace. Every Boy Scout troop deserves a forest to get lost, miserable, and starving in.
- Edward Abbey

Another factor in maintaining balance involves the element of time. As we peer into society's future, we - you and I, and our government - must avoid the impulse to live only for today, plundering for, our own ease and convenience, the precious resources of tomorrow. We cannot mortgage the material assets of our grandchildren without asking the loss also of their political and spiritual heritage. We want democracy to survive for all generations to come, not to become the insolvent phantom of tomorrow.
- Dwight D. Eisenhower

And forget not that the earth delights to feel your bare feet and the winds long to play with your hair.
- Kahlil Gibran.

Must we always teach our children with books? Let them look at the stars and the mountains above. Let them look at the waters and the trees and flowers on Earth. Then they will begin to think, and to think is the beginning of a real education.
- David Polis

Natural wilderness is a factor for world stability -- an active agent in maintaining a habitable world.
- Sir Frank Fraser Darling

The best way out is always through.
- Robert Frost

Once in a while you find a place on earth that becomes your very own. A place undefined. Waiting for you to bring your color, yourself. A place untouched, unspoiled, undeveloped. Raw, honest, and haunting. No one, nothing is telling you how to feel or who to be. Let the mountains have you for a day.
- Sundance

The wilderness needs no defense -- only more defenders.
- Aldo Leopold

To laugh is to risk appearing the fool.
To weep is to risk involvement.
To expose feelings is to risk exposing our true self.
To place your ideas, your dreams before the crowd is to risk loss.
To love is to risk not being loved in return.
To live is to risk dying.
To hope is to risk despair.
To try at all is to risk failure.
But to risk we must,
Because the greatest hazard in life, is to risk nothing.
The man, the woman, who risks nothing, does nothing, has nothing, is nothing.
-Richard Bach, from Illusions

We consider species to be like a brick in the foundation of a building. You can probably lose one or two or a dozen bricks and still have a standing house. But by the time you've lost 20 per cent of species, you're going to destabilize the entire structure. That's the way ecosystems work.

- Christian Science Monitor

"Thousands of tired, nerve-shaken, over-civilized people are beginning to find out that going to the mountain is going home; that wildness is necessity; that mountain parks and reservations are useful not only as fountains of timber and irrigating rivers, but as fountains of life."

-John Muir

"When all the dangerous cliffs are fenced off, all the trees that might fall on people are cut down, all of the insects that bite are poisoned... and all of the grizzlies are dead because they are occasionally dangerous, the wilderness will not be made safe. Rather, the safety will have destroyed the wilderness."

- R. Yorke Edwards

"...perhaps our grandsons, having never seen a wild river, will never miss the chance to set a canoe in singing waters...glad I shall never be young without wild country to be young in."

- Aldo Leopold

"The mountains can be reached in all seasons. They offer a fighting challenge to heart, soul and mind, both in summer and winter. If throughout time the youth of the nation accept the challenge the mountains offer, they will keep alive in our people the spirit of adventure. That spirit is a measure of the vitality of both nations and men. A people who climb the ridges and sleep under the stars in high mountain meadows, who enter the forest and scale peaks, who explore glaciers and walk ridges buried deep in snow -- these people will give their country some of the indomitable spirit of the mountains."

- William O. Douglass

FORMS

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CREW LOG

1. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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_____
Itinerary # _____
Hike In Route _____
_____
Special Notes _____
_____

2. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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3. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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4. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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5. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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6. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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7. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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8. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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9. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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10. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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11. Expedltion # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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12. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
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Special Notes _____
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13. Expedition # _____ Advisor(s) _____
Crew Leader _____
Council _____ City _____ State _____
Crew Members _____
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Itinerary # _____
Hike In Route _____
_____
Special Notes _____
_____

Subject	Check When Completed
Fire Safety	_____
How and where to report and emergency	_____
Common causes of accidents and how to avoid them	_____
What to do if caught in a thunderstorm	_____
What to do if a bear enters the campsite	_____
How to avoid falls	_____
What to do if lost or confused	_____
How to use a map and compass	_____
How to avoid flash floods/ when a stream is safe to cross	_____
How to properly use a pocketknife	_____
What to do if you discover an open mine shaft	_____
Concentrated vs. Low Impact camping	_____
The Seven Leave No Trace Ethics	_____

I verify that the areas above have been adequately covered by the Ranger assigned to our crew or already known to the crew.

_____ _____ _____
Print Advisor's Name Print Crew Leaders Name Print Rangers Name

_____ _____ _____
Signed by Advisor Date Signed by Crew Leader Date Signed by Ranger Date

	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER _____ TC#_____

PARTNER _____ TC#_____

PHILMONT CREW TRAINING CHECKLIST

Expedition No. _____

Please verify that the Ranger assigned to your crew has covered the following areas. If additional training is needed, let your Ranger know before he or she leaves your crew, so that it can be accomplished. Give this card to your Ranger before he or she departs.

Subject

	Check When Completed
What clothes and gear to take on the trail	
Duty roster completed	
Water purification techniques	
Safety with stoves and fuel	
Safety in using campfires and disposal of remains	
Washing and sterilization of dishes and utensils	
Use of sumps	
Disposal of trash and garbage	
Use of bear bales and technique for hanging food and smellables	
Personal hygiene and showers	
Use of latrines	

How to prevent, recognize and treat the following:

Dehydration	____	Snake/rodent bites	____	Broken bones	____
Hypothermia	____	Severe Bleeding	____	Sprains	____
Heat exhaustion	____	Stopped breathing	____	Burns	____
Heat stroke	____	Hyperventilation	____	Eye injury	____
Sunburn	____	Heart attack	____	Shock	____
Altitude sickness	____	Blisters/foot care	____	Bee stings	____

Inhalers	____
Bee Kits	____

	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER_____ TC#_____

PARTNER_____ TC#_____

RANGER HIKE-IN FORM #1

Did you feel that your RT Training prepared you for leading this crew? Please explain.

Is there anything you didn't receive in training that you feel could have better prepared you for leading this crew? Please explain.

Where is your hometown and what do you miss most about it so far?

DON'T FORGET TO TURN IN YOUR COMPLETED HIKE-IN FORM & CYA CHECKLIST TO THE R.O. BEFORE YOU TAKE YOUR DAY OFF!

	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER _____ TC#_____

PARTNER _____ TC#_____

RANGER HIKE-IN FORM #2

How confident are you in giving your crews bus tours and how do you feel you can improve in giving it?

What piece of information from the bus tour do you think is the most interesting?

What's your favorite bus tour joke to tell?

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	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER_____ TC#_____

PARTNER_____ TC#_____

RANGER HIKE-IN FORM #3

Give two examples of activities you do in base camp with your crews to keep them entertained or busy during wait times at Logistics, Health Lodge or Services, etc.

Please give one suggestion about how Ranger Leadership (Chief, ACRs and Coordinators) can better serve you.

What is your favorite Philmont Campfire Song?

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	DATE:_____	DATE:_____	DATE:_____	
STARTING LOCATION				
ROUTE AND CAMPS VISITED				
DAYS DESTINATION				
E.T.A. TO BASE (AM/PM)				

RANGER _____ TC#_____

PARTNER _____ TC#_____

RANGER HIKE-IN FORM #4

Has your Ranger Trainer kept in good contact with you so far this summer and have they been available for your needs?

How do you incorporate teachable moments into your training of crews?

What's your favorite way to spend days off?

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	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER _____ TC#_____

PARTNER _____ TC#_____

RANGER HIKE-IN FORM #5

Describe how you give a Wilderness Pledge for your crews. (where do you hold it, what do you say, etc.)

What information do you include in your Turnaround Talk?

Where is your favorite sunrise and sunset on or off the Ranch?

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	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER _____ TC#_____

PARTNER _____ TC#_____

RANGER HIKE-IN FORM #6

What kind of activities or discussions do you use to work on crew dynamics?

How do you help the crew leader assume his leadership role in the crew?

If you could compare yourself to any celebrity, who would it be and why?

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	DATE:____	DATE:____	DATE:____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER_____ TC#_____

PARTNER_____ TC#_____

RANGER HIKE-IN FORM #7

How do you cope with difficult advisors that are hindering the youth's experience on the crew?

How do you check that bear procedures have been followed and will continue to be followed after you leave the crew?

What is your life motto?

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	DATE:_____	DATE:_____	DATE:_____	
STARTING LOCATION				
ROUTE AND CAMPS VISITED				
DAYS DESTINATION				
E.T.A. TO BASE (AM/PM)				

RANGER _____ TC#_____

PARTNER _____ TC#_____

RANGER HIKE-IN FORM #8

Which crew has been your most enjoyable one so far this summer and why?

Have you gotten your Intermediate and/or Advanced Ranger Qualification yet? If so, are you including the new skills in your Ranger Training? If not, why haven't you done the qualifications?

What's your favorite quote?

DON'T FORGET TO TURN IN YOUR COMPLETED HIKE-IN FORM & CYA CHECKLIST TO THE R.O. BEFORE YOU TAKE YOUR DAY OFF!

	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER_____ **TC#**_____

PARTNER_____ **TC#**_____

RANGER HIKE-IN FORM #9

What skill do you believe you've improved upon the most this summer?

Out of all of your crews this summer, which one was your biggest challenge and how did you cope with the situation?

What's your favorite movie quote?

DON'T FORGET TO TURN IN YOUR COMPLETED HIKE-IN FORM & CYA CHECKLIST TO THE R.O. BEFORE YOU TAKE YOUR DAY OFF!

	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
DAYS DESTINATION			
E.T.A. TO BASE (AM/PM)			

RANGER_____ TC#_____

PARTNER_____ TC#_____

RANGER HIKE-IN FORM #10

In what ways have you continued to bring crews a "first time experience" at Philmont? (i.e. keeping up your energy from first to last crews)

How do you feel shakedowns have helped your crews this summer? What's your favorite piece of advice or tip to give a crew during your shakedown?

Have you climbed any 14ers and/or done any off ranch hikes this summer? Which ones?

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	DATE:_____	DATE:_____	DATE:_____
STARTING LOCATION			
ROUTE AND CAMPS VISITED			
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E.T.A. TO BASE (AM/PM)			

RANGER_____ TC#_____

PARTNER_____ TC#_____

RANGER HIKE-IN FORM #11

Since the beginning of the summer, is there anything in the department you feel has improved greatly? And, if there are more improvements to be made, what are they and how would you implement the changes?

Have you had a serious first aid situation to deal with for yourself, your hiking buddies or your crews? If so, did your training prepare you to handle it?

What was the longest hike you did this summer? Which hike was the most fun? Which hike was the worst?

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	DATE:_____	DATE:_____	DATE:_____	
STARTING LOCATION				
ROUTE AND CAMPS VISITED				
DAYS DESTINATION				
E.T.A. TO BASE (AM/PM)				

RANGER _____ TC#_____

PARTNER _____ TC#_____

RANGER HIKE-IN FORM #12

Have you had any problems teaching or enforcing wildlife safety and bear procedures for crews?

How have you enjoyed visiting backcountry camps this summer and have you had any problems while being there?

What are your plans for the off-season and do you plan to return to the ranch next summer?

DON'T FORGET TO TURN IN YOUR COMPLETED HIKE-IN FORM & CYA CHECKLIST TO THE R.O. BEFORE YOU TAKE YOUR DAY OFF!

RANGER HIKE-IN FORM #13

How have you liked the work days spent with conservation, dining hall, and other base camp operations?

What have you gained from your experience as a Philmont Ranger?

What's your favorite memory of the summer?

Did you earn a nickname this summer—if so, what was it? (keep it PG-13)

THANKS FOR YOUR HARDWORK AND WE HOPE TO SEE YOU NEXT SUMMER!
STAY CLASSY AND THANKS FOR STOPPING BY!

Philmont Hymn — **John Westfall - 1945**

Silver on the sage, starlit skies above,
Aspen covered hills, country that I love.
Philmont, Here's to thee, Scouting paradise,
Out in God's Country—tonight

Wind in whispering pines, eagles soaring high,
Purple mountains rise, against an azure sky.
Philmont, here's to thee, Scouting paradise,
Our in God's country—tonight.

Philmont Grace

Brought to Philmont by Clarence E. Dunn — Adopted From Worth Ranch, Texas

For food,
For raiment,
For life,
For opportunity,
For friendship and fellowship,
We thank thee, O Lord.

PHILMONT WILDERNESS PLEDGE

Through good Scout camping, I pledge to preserve the beauty and splendor of the Philmont Wilderness.

I commit myself to:

1) An absence of litter and graffiti.
2) Respect for Philmont's wildlife.
3) Conservation & proper use of water.
4) Respect for trails and trail signs.
5) Proper use of campsites.